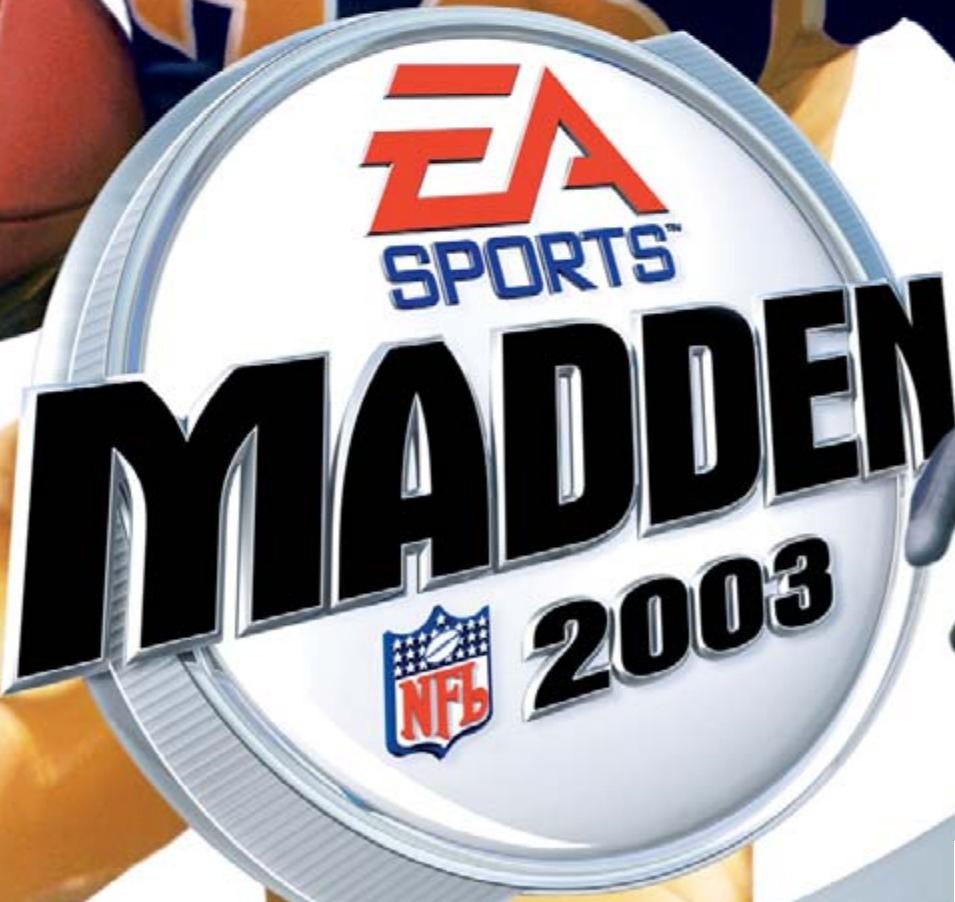


PRIMA'S OFFICIAL STRATEGY GUIDE

ALL-MADDEN



STRATEGIES
for COMPLETING
All Eight
MINI-CAMPS

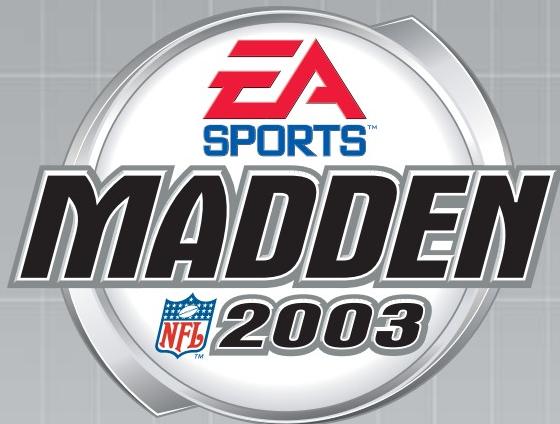


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PRIMA'S OFFICIAL STRATEGY GUIDE

MARK COHEN

PRIMA GAMES
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ISBN: 0-7615-4000-8

LIBRARY OF CONGRESS CATALOG CARD NUMBER: 2002109752

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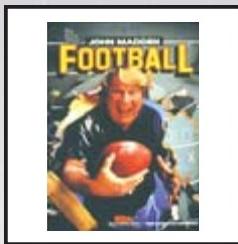
WELCOME TO MADDEN NFL 2003

When the coach appeared on the first edition of *John Madden Football* in 1989, the game featured three modes of play: single game, playoffs, and sudden death. There were 16 city franchises included, leaving some football fans without their favorite teams. But even a legend has to start somewhere. *John Madden Football* not only signaled the release of a new game, but it also heralded the beginning of an era. This was the first graphical computer game to use full 11-man teams, actual NFL players, and authentic pro football coaching strategies. Thirteen years and millions of copies later, *Madden NFL 2003* is raising the bar as the best football game out there.

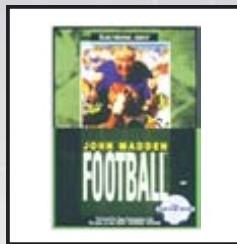
After so many years, this franchise continues to surprise and delight us with new features, better AI, smoother and more realistic animations, and even more BAM! than last year. We know that you want to dive into our team reports and strategies for *Madden NFL 2003*, but first join us for a trip down memory lane as we present a brief pictorial history of the EA SPORTS Madden franchise.

After the Madden scrapbook, we introduce *Madden NFL 2003: Prima's Official Strategy Guide*, outlining each section so you can quickly find the information you need. This year's guide has all new team reports (including the Texans), offensive and defensive strategies, statistics, ratings, playing tips, and more. But first, let's go back in time when football players had helmet-sized pixels.

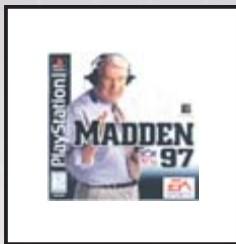
THE BIRTH OF MADDEN FOOTBALL



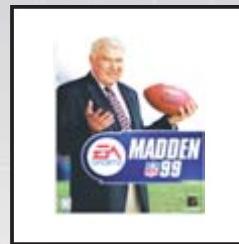
1989



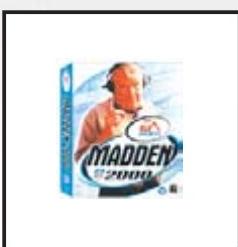
1990



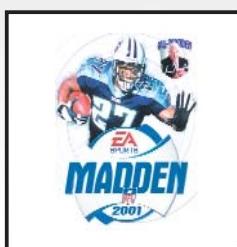
1996



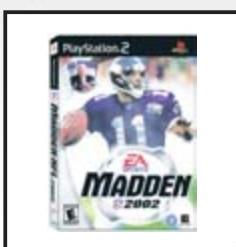
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1999



2000



2001



2002

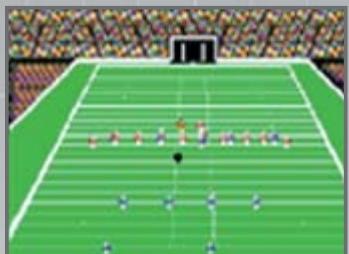
In 1986, the CEO of Electronic Arts met with John Madden as he was traveling by train to broadcast an NFL game. The CEO and various EA programmers spoke to Madden about collaborating on the first PC football game. Madden liked the ideas he was hearing, but when EA suggested that the game feature two teams of seven players, Madden wouldn't hear of it. "If it's not 11-on-11, it's not real football," he said. "I won't put my name on it if it's not real."

At that historic moment, the direction for the Madden franchise was set—even though it sent EA back to the drawing board for another two years before they could perfect a game with 22 players.

Every year, Madden's mandate has motivated the EA team to produce the most realistic and authentic football game possible.

Madden is the best there is at communicating what is happening on a football field. During his NFL broadcasts, he becomes a teacher. As a Super Bowl-winning coach, he knows the Xs and Os, but what sets him apart is that he can communicate advanced football theory in easy-to-understand language. EA wanted to tap into that knowledge to make the video game deep in gameplay and AI, yet easy and fun to play.

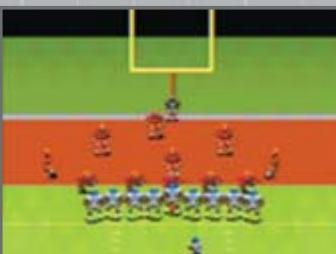
THE HISTORY OF MADDEN FOOTBALL



1989 - John Madden Football for the Apple II



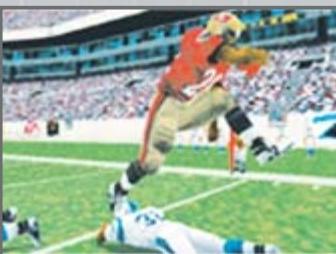
1990 - John Madden Football for the Sega Genesis



1996 - Madden NFL 97 for the Sony PlayStation



1998 - Madden NFL 99 for the PC



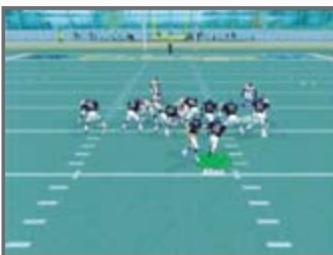
1999 - Madden NFL 2000 for the PC



2000 - Madden NFL 2001 for the Sony PlayStation2



2001 - Madden NFL 2002 for Sony PlayStation2



The first Madden football game was *John Madden Football*, which ran on the Apple II computer. The game shipped in 1989 and was an instant success. Since then, EA has made the game available on numerous gaming platforms, including an assortment of Apple computers and PCs, the Commodore® 64, Sega® Genesis, Super Nintendo®, Amiga®, 3DO® Multiplayer, Sony PlayStation®, Sega® Saturn, Nintendo® 64, Xbox, GameCube, Game Boy Color, and Game Boy Advance.



HOW TO USE THIS GUIDE

The following describes the content of each section, giving you insights into how we accumulated and created our statistics and strategies.

Game Modes and Features

In this section we concentrate on new aspects of gameplay and other issues that deserve more detailed analysis. Keep your game manual handy, because we don't cover basic controller commands and game functions. We provide valuable information on new features like Mini-Camp and Create-A-Playbook, along with previews of every playing mode.

Defensive Tutorial

You can score, but can you stop the other team? The defensive section contains all-new formations, including the famous 46 defense. We offer detailed play calling strategies and outline the strengths and weaknesses of each formation. Check out our new down-and-distance strategy section.

Franchise Mode

This is where you put all your *Madden* experience on the line as you take your team to the Super Bowl (or to the first pick in next year's college draft). We take you through a season in Franchise Mode, with tips on drafting, negotiating contracts, signing free agents, arranging depth charts, and analyzing future college draft picks.

Draft Tables

This chapter is your Fantasy Draft bible. You'll find individual tables sorted by position for every player in *Madden NFL 2003*. We've included key ratings related to each position, rather than just the overall rating. So, whether you're looking for a run-stuffing cornerback or a lightning-fast cover guy, our draft lists hold the answer.

Offensive Tutorial

We're talking formations, play calling, game plans, audibles, two-minute offenses, controller technique, and more. This section contains everything you want to know about running and passing the football, with dozens of detailed screenshots.

Teams

This section is devoted to team profiles, statistics, and key plays on offense and defense. We don't pull any punches, so read the scouting reports to find out how this season is shaping up for your favorite team.

Madden Cards

We give you a Madden Card checklist, complete with award requirements and descriptions of every card in the game.

Two-Minute Drill Scorebook

Our handy scoresheet lets you track your points as you pile up yards, touchdowns, and field goals in two minutes on the field. It's fun, and it will also improve your ability to run a successful two-minute offense during a game.

GAME MODES & FEATURES

INTRODUCTION

Here we cover the game modes and special features in *Madden NFL 2003*, and offer additional information and tips on the game's more familiar options.

NOTE: THIS CHAPTER IS NOT INTENDED TO REPLACE YOUR GAME MANUAL.

RATHER THAN COVER EVERY OPTION IN THE GAME, WE HAVE INCLUDED FEATURES THAT ARE NEW IN *MADDEN NFL 2003* AND OTHER OPTIONS THAT MAY REQUIRE ADDITIONAL EXPLANATION.

PLAY NOW

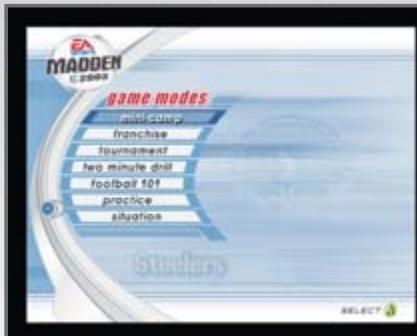
To get on the field quickly, select this option, choose your teams, and get ready for the coin flip. When you reach the Team Select screen, you'll be set to replay last year's Super Bowl. But you can change both selections, choosing from this year's teams, NFL Europe, last year's All-Madden squad, classic teams from each NFL franchise, or even a collection of players who growl, buzz, and shed old bandages all over the field. You can select from any NFL stadium, play at an NFL Europe field, or pick a stadium that looks like a scene from an old Western movie.

The only remaining consideration is whether or not you want to change the game settings that control such items as quarter length, skill level, game fatigue, and weather. Consult your game manual for instructions on how to customize the game settings before you take the field.



Marshall's Stadium

NOTE: ALTHOUGH THE RESULTS AND STATISTICS OF EXHIBITION GAMES ARE NOT SAVED, YOUR ACCOMPLISHMENT CAN EARN POINTS TOWARD YOUR COLLECTION OF MADDEN CARDS. SEE THE MADDEN CARDS SECTION FOR A BREAKDOWN OF CHALLENGES AND REWARDS.



Game Modes menu screen

GAME MODES

Aside from Play Now, the Game Modes screen lets you select from eight different types of play: Mini-Camp, Franchise, Tournament, Two-Minute Drill, Football 101, Practice, Situation, and Online Play. The following sections describe each except for Franchise Mode, which is covered in depth in the Franchise Mode chapter.

MINI-CAMP

New to *Madden NFL 2003*, Mini-Camp is an exciting way to improve your playing skills while earning points for completing various football drills. You earn more points as you graduate to the higher skill levels (just like the game, you can play at Rookie, Pro, All-Pro, or All-Madden setting, but you must complete one level before advancing to the next).

Each Mini-Camp includes two parts: Drill and Game Situation. When you accumulate the minimum points necessary for a Bronze Trophy, you unlock the Game Situation for that drill. As an added bonus, you earn a new Madden Card every time you successfully complete the Game Situation. You also get a Card for earning a Gold Trophy in any Mini-Camp drill. The following sections take you through the Rookie level of each Mini-Camp. When you begin Mini-Camp, the Madden Cruiser is parked in Kansas City, Missouri, the location of the QB-Precision Passing camp.



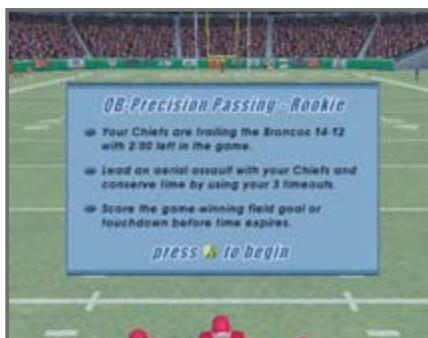
Mini-Camp opening screen



qb-precision passing

This camp teaches you how to time the release and intensity of a pass so you learn to hit a receiver at the optimal point in his route. Your goal is to throw the ball through the hoop when the receiver is in the proper position. You receive points for passing the ball through each hoop, and a bonus if the receiver also catches the ball. You will receive even more points if you take control of the receiver and catch the ball yourself.

In the next two sessions, the routes are not displayed, so remember when and where the receiver makes his cuts so you can gauge the proper release point.





rb-ground attack

The RB-Ground Attack teaches you how to use jukes, spins, stiff arms, and sprints to avoid would-be tacklers and score touchdowns. Avoid the barriers, because they slow you down and allow the defenders to catch up to you. Here are a few tips for mastering this drill.



- * Position yourself strategically so that your blocker shields you from the first tackler.
- * After you get through or around the tackling dummies, run toward the far corner of the end zone. This forces the tacklers to run farther to reach you. Also, it is easier to juke and cut back against a tackler running at you from an angle.
- * If you must run straight into a tackler, use the Sprint button at the point of impact to improve your chances of breaking the tackle.
- * Use a stiff arm against a tackler approaching you from the side.

p-coffin corner punt

The punting drill teaches you to bury a punt inside the 20-yard line without having it roll into the end zone for a touchback. Ideally, your kick should hit and go out of bounds inside the 20. There are two bull's-eyes in each coffin corner. The closer your kick lands to the corner, the more points you earn. If the ball lands in the endzone, it is a touchback and you get no points. A green flag marks where each successful punt lands or goes out of bounds. Use height, power, and direction to guide your punts to either corner. There is no wind to contend with at the Rookie level, but consider the wind as you advance through the levels.



lb-chase and tackle

In this drill your goal is to bring down the ball carrier as quickly as possible. Use the strafe button to line up your target and the sprint button to close quickly, but watch out for the barriers, because the ball carrier will use them to his advantage. You earn points if your partner makes a tackle, but to rack up a big score, you must make most of the hits yourself. Above all, don't let the ball carrier reach the end zone, or you'll suffer a touchdown penalty. For a nice bonus, use the Strip button to cause a fumble.



qb-pocket presence

This is one of the toughest drills in Mini-Camp. Your goal is to avoid being hit by the yellow balls firing at you from the five ball machines set up around your pocket. While avoiding the balls, which simulate sacks, you must throw the ball to one of the targets as the appropriate letter flashes on the screen. You cannot leave the pocket; you'll be disqualified. If you run out of the pocket, you will lose all points and the round will be instantly over.

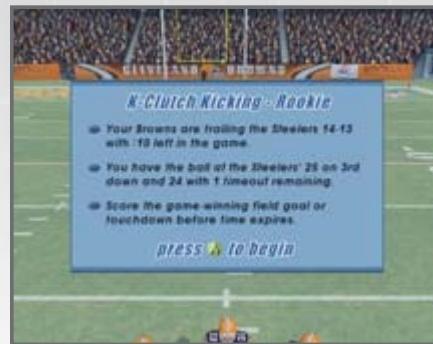
Here are some important tips for improving your performance.



- * Don't move around in the pocket. Wait until a "sack" ball is fired at you, move out of its path, then throw the ball to the target.
- * Each target does not keep the same letter for an entire session. Don't fixate on the receiver being in one spot, or you'll lose your rhythm.
- * Don't get happy feet. Avoiding the balls is not difficult. Make short, quick movements, set your feet, and throw.

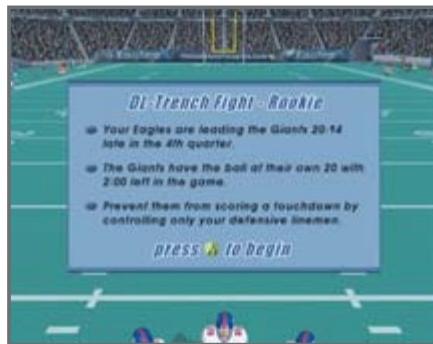
k-clutch kicking

After Pocket Presence, you deserve a break. This drill is easy. Kick field goals until you rack up enough points for a trophy. As you advance through the levels, you'll have to contend with strong winds, and the kicking meter will move faster. For now, relax, stretch out your leg, and knock it through the uprights. The closer your kick comes to splitting the goal posts, the more points you will earn.



dl-trench fight

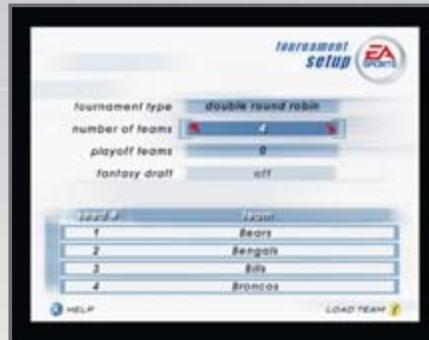
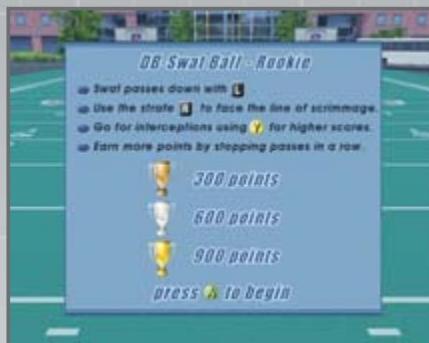
The Trench Fight camp teaches you how to spin, rip, and shove your way past offensive linemen. Your goal is to capture all three flags in a limited amount of time. You have a varying amount of time depending on your level to capture the flags if you want to earn a Bronze Trophy and unlock the Game Situation. Use your speed burst button at the moment you encounter a blocker to push him over. To get the defender out of position, do a quick rip move followed by a spin.





db-swat ball

This is another tough camp, but you'll need these skills to roam the defensive secondary with confidence. With the clock ticking, you must run to a varying number of stations (one is active at a time) to knock down or intercept a pass. Success here depends on three factors. First, you must reach the designated location quickly. This means put your head down and run as fast as you can. Second, after you arrive, you must square your body to the ball to improve your chances of swatting or intercepting the pass. Finally, you must time your leap or swat movement so you don't miss the pass. To improve your chances of intercepting the pass, position yourself in front of the barrier, but not too close. If you miss your interception, start running back toward the center of the field so you are in good position to run toward any receiver. Don't ever get too far out of position. Use the strafe button to line yourself up to make the interception.



Tournament Setup screen

Fantasy Draft screen
TOURNAMENT

Tournament Tree

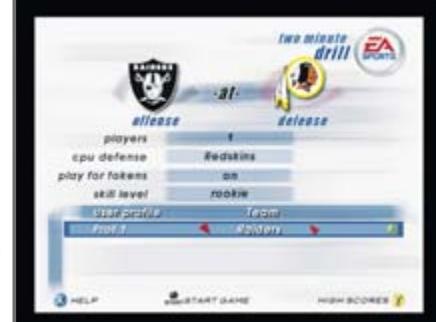


Stats/Info screen

TWO-MINUTE DRILL

Nothing matches the last two-minutes of a close game, when the level of energy on both sides of the ball is intense. The offense searches for a rhythm that will take them down the field, while the defense pressures the quarterback into making a game-ending mistake. If you are a *Madden* veteran, you've faced many two-minute showdowns. In *Madden NFL 2003*, you can practice your game-winning offense in Two-Minute Drill and earn tokens to use for obtaining player cards, cheats, special teams, and stadiums in Madden Cards mode (see the Options section for more details). You can hurry your players to the line of scrimmage after a play has been selected by holding down the "hike" button. Hold down the "hot route" button at the very end of a play to have your team hurry to the line and run the exact same play again. Hold down the "spin" button at the very end of a play to have your team hurry to the line so the quarterback can spike the ball. Hold down the "audible" button at the very end of a play to have your team hurry to the line so the quarterback can fake spike the ball and run the same play.

CAUTION: You MUST LOAD A USER PROFILE PRIOR TO STARTING TWO-MINUTE DRILL TO MAKE SURE THE TOKENS EARNED ARE ADDED TO YOUR MADDEN CARDS TOTAL.



Two-Minute Drill options screen

After setting the options on the opening screen (load or create a User Profile), press the Start Game button to go to the field, where you take over with 2:00 on the clock and the ball on your 20-yard line. The game clock does not start until the first snap, but the 40-second play clock starts ticking immediately, so pick your opening play and start your drive down the field.

We'll have tips on running a Two-Minute offense in the Offensive Tutorial section, but for now we focus on maximizing your points in the Two-Minute Drill. Unlike the final minutes of a real game, your goal here is not to win, but to accumulate points while burning as little time as possible off the clock. When you score a touchdown, your team returns to the 20-yard line to start a new drive.

NOTE: SEE THE TWO-MINUTE DRILL SCOREBOOK AT THE BACK OF THIS GUIDE FOR A COMPLETE LIST OF POINT AWARDS.

Here are some tips for maximizing your two minutes and piling up the points:

- * Never take a sack. It is better to throw an incompletion and stop the clock. If you can't avoid the sack, call a timeout.
- * Run to the outside unless you are running inside for a touchdown. End every running play by stepping out-of-bounds at the last second.
- * Alternate the lengths of your pass routes, mixing in short out passes and longer slants, and look for the sideline after the catch. Avoid passes that end over the middle unless you plan to call a time-out.
- * A penalty stops the clock, so don't waste a time-out.
- * It is easy to pick up a two-point conversion after a touchdown.
- * Immediately snap the ball.

There is no advantage to a long snap count, as it burns seconds off the clock.



Pick up as many yards as you can, but when the defenders close in, step outside to stop the clock.

FOOTBALL 101

In Football 101, you select offensive and defensive teams, then work on specific plays. You begin by selecting an offensive formation, then one of three plays. First, John Madden provides a chalkboard explanation of the play, which may include blocking assignments, running paths, or pass routes.



John Madden explains how to run the play on the Preview screen.

Now it's your turn. After you run the play, Madden critiques your efforts, then you have an opportunity to try it again. When you execute the play to the coach's satisfaction, the play is marked "completed," and you move on to the next selection.

NOTE: IF YOU SELECT A USER PROFILE (OR CREATE A NEW ONE) IN THE TRAINING SETUP SCREEN, YOU CAN EARN TOKENS THAT CAN BE REDEEMED FOR MADDEN CARDS. POINTS ARE AWARDED FOR PLAY COMPLETION, YARDS GAINED, AND SPECIAL MOVES.



Upon completion, you'll see how many points you earned for the last play and for the current Football 101 session.

PRACTICE

A Practice session is similar to Football 101, except that you have immediate access to a team's complete playbook. You select the offensive and defensive plays and run them as many times as you like. The beauty of a Practice session is that you can recreate an unlimited number of game situations by selecting various offenses and defenses, and analyzing the effects of blitzes, zones, man coverages, and other strategies. This

is your training camp, so try anything and everything. Just like the pros do during the week before a game, you can run your plays over and over again until perfect execution becomes second nature.

Setting up a practice session is like starting a game, with one exception. You can choose how to run the plays. In Normal mode, the offense and defense are on the field, and each play runs to its completion. If you select Kickoff mode, you practice only kickoffs and kick returns. You can set the practice type to Offense Only mode. This allows you to concentrate on each player's assignment without the distraction of the defense.

During a Practice session, you have access to Coaching Strategies, where you can adjust your depth chart, make substitutions, view and edit your audibles, and review your team's current injury report.



Practice session with Offense Only



SITUATION

The last playing mode lets you recreate your favorite football drama by customizing the quarter, score, location on the field, time remaining, and other variables. When everything is to your liking, click Start to play out the situation to its conclusion.

FEATURES

In this section we cover four unique features of *Madden NFL 2003*: Create-A-Playbook, Create-A-Team, Create-A-Player, and Madden Cards. You'll find additional information in the Madden Cards chapter toward the back of the guide. Two other *Madden* features, Rosters and Stat Book, are covered in the Franchise Mode section.

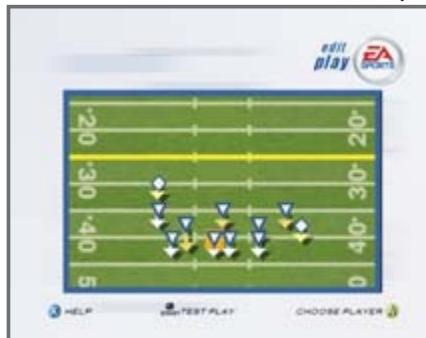


CREATE-A-PLAYBOOK

This feature lets you create an Offensive or Defensive Playbook from scratch, or edit an existing team's playbook.

CAUTION: BE CAREFUL HOW YOU SAVE A PLAYBOOK. YOU CAN OVERWRITE AN EXISTING FILE OR CREATE A NEW ONE (RECOMMENDED).

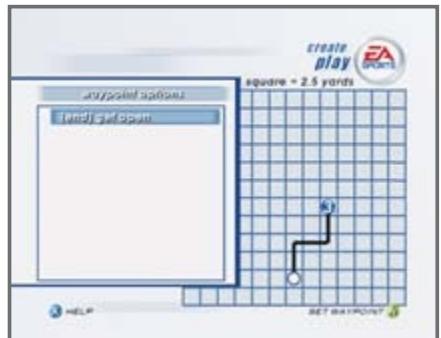
The first step is to create a new formation, and you have control over the placement of each player. Use the grid to place each player in his starting point for the formation. When you are satisfied with the formation, you are prompted to rename it (by default, each play is named Form 0, Form 1, etc.).



Editing a defensive play



Editing an offensive play



Customizing a pass route

You can design a play from any existing or created formation. The Edit Play screen lets you select each player and assign movement related to the position. On offense you set blocking, run type and direction, and pass route (including custom waypoints). On defense you select zone or man coverage, QB Spy, or blitz for every player. You have further control over zone, man, and blitz where you select subroutes, such as blitz middle or flat zone right.

When you are finished with a play, you can test it against randomly selected offensive or defensive formations. This lets you check for weaknesses. If you see a linebacker shooting the gap or a receiver finding an open field on every play, go back to the drawing board and move your players around to plug the leaks.



Checking coverages before a defensive play test

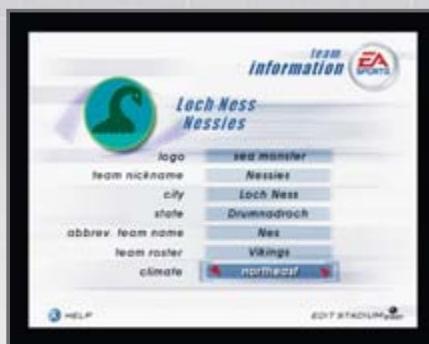


Defensive play test

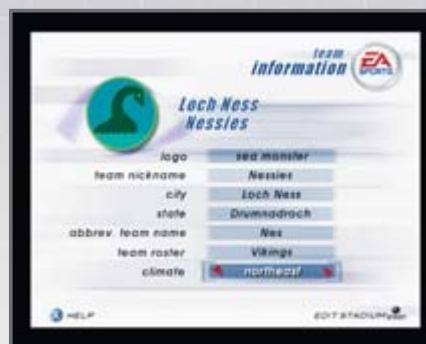
CREATE-A-TEAM

You can create an original team for *Madden NFL 2003* by using the Create-A-Team feature. Select New Team to open the Team Information screen. Here you can choose a logo, nickname, city, state, abbreviation, team roster (from the 32 current NFL teams), and climate.

After you input the basic information, go to the Stadium Editor screen, choose a stadium, and change the profile (name, capacity, type, surface, and logos). Press the Edit Uniform button and design your team's gear, from helmet to socks. This is where you find out if your calling is to run the power sweep or design clothes. Either way, it's great fun, and the color combinations are endless. After taking the time to create a team, save it so you can load it in any *Madden NFL 2003* game mode.



Team Information screen



Stadium Editor

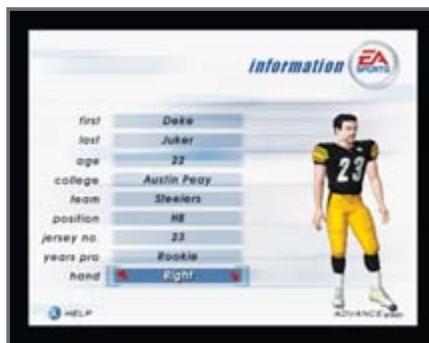


Uniform Editor

CREATE-A-PLAYER

You can create a player in *Madden NFL 2003* by going to the Create-a-Player option under the Features menu. Next stop is the Appearance screen, where you can create the perfect football body and select a face that will attract loads of endorsements.

In the Build screen, you can fine-tune your body so that your player looks good in a uniform. All the way to the right on the Overall bar pumps up your muscles. A narrow waist makes your player's shoulders look bigger, so keep the bar all the way to the left. Dragging the Muscle bar all the way to the right broadens the player's lat spread (back) and pumps out his chest, further accentuating his physique. Finally, keep the Fat bar to the left.



Information screen



Appearance Screen



Build screen



The Equipment screen lets you customize your player's appearance with different facemasks, eye paint, mouthpiece, ankle tape, etc.

Finally, you get to set your player's attributes in 19 categories (the 20th category, Overall, is automatically calculated). If you push every value to the max, your player will come out looking pretty good on draft day, with an Overall rating of 99 and an inflated salary to match.

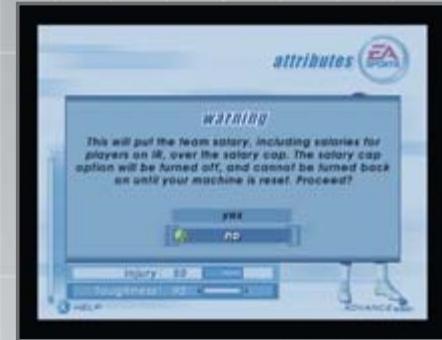
After saving your player, he will be available, either as a free agent or on the roster of your choice. You'll be able to sign him, but if you make him into a superman, it may put his team over the salary cap.



Equipment screen



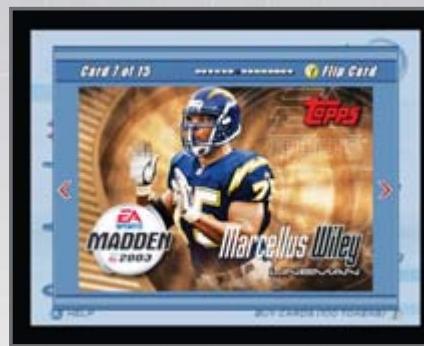
Attributes screen



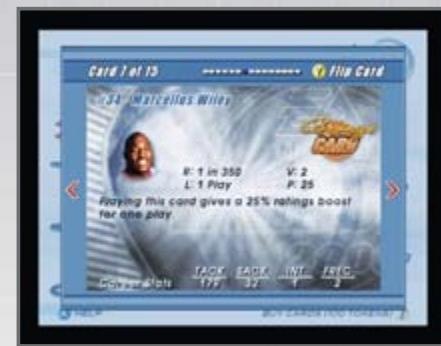
Too big, too fast, and too expensive.

MADDEN CARDS

The Madden Cards are back in *MADDEN NFL 2003*, and with the addition of Mini-Camp, you have more ways to fill your Card Book. As in last year's game, you earn tokens by completing various Madden Challenges during a game. The Challenges are separated into five levels (Level 5 is the toughest). You can complete these Challenges at any game difficulty setting from Rookie to All-Madden, but the rewards are higher at All-Madden. For example, completing a Level 5 Challenge at the Rookie setting earns 6 tokens, but the same Challenge earns 24 tokens if you do it at All-Madden.



Madden Card front



Madden Card flip side



Flip a card, then select Sell Card to return the card to the game for its value in tokens.

What You Can Do with Madden Cards

- * Play cards to activate their cheat values.
- * Sell cards to the game for tokens.
- * Trade cards with other users.
- * Buy cards with tokens (100 tokens per pack of 15).
- * Risk a Madden card in a game against another user (both players must have User Profiles).

The faster you accumulate tokens, the sooner you'll be able to fill out your Card Book with every current player, historic player, cheat, team, and stadium. A list of Madden Card Challenges, token scales for all four difficulty settings, and a complete Madden Card checklist are in the Madden Card section.

You can also trade cards with other users, as long as both players have User Profiles. First, select Trade on the Madden Cards menu, then select up to three cards to include in a transaction.

USER PROFILES

This is an often overlooked feature of *MADDEN NFL 2003* that is critical for saving team information, game settings, and career stats, and for earning tokens. Whenever a setup screen includes a User Profile, it is important to create or load a User Profile so the game will properly store the information. You can access the Profile Manager from the Main Menu screen. This year, *MADDEN NFL 2003* creates a user profile automatically. Also, you have the option to

play with Auto Save on or off. When on, you never have to worry about when to save your profile or settings and rosters.

CAUTION: IN TWO-MINUTE DRILL

DRILL, YOUR USER PROFILE IS NOT LOADED BY DEFAULT. YOU MUST PRESS THE SELECT TEAMS BUTTON, CHOOSE A TEAM, THEN PRESS THE BUTTON AGAIN TO DISPLAY THE SELECT PROFILE SCREEN. PRESS THE LEFT/RIGHT DIRECTIONAL BUTTONS UNTIL YOU FIND THE DESIRED FILE. IF YOU DON'T HAVE A USER PROFILE, YOU CAN SELECT NEW PROFILE TO CREATE ONE.



OFFENSIVE TUTORIAL

INTRODUCTION

This is where we break down the offense into running, passing, and special teams components. The *Madden NFL 2003* game manual contains complete descriptions of controller buttons and functions, so we do not duplicate that here. However, we highlight special controls and techniques that can enhance your productivity on offense. After moving through the basics of running, passing, and kicking, we finish with special sections on audibles, the kicking game, two-minute offense, and reading defenses.

OFFENSIVE FORMATIONS

Whether on offense or defense, every play in *Madden NFL 2003* begins with a basic formation. Within the formation, the variations are endless. For example, a Weak Flood pass looks one way in the I-Form Normal formation, and another way in the Far Big formation. Slight differences in the blocking scheme, personnel, or routes, or the addition of play-action, motion, or counter moves, can produce dramatically different results. However, before you add the wrinkles that coaches love to throw in, you have basic formations. Here are playbook drawings of each formation. This makes it easy for you to select the formations you like to run, then find the team playbook that best suits your style. (All offensive plays in *Madden NFL 2003* are listed by formation at the beginning of the Teams section).

Far

Far Normal								
84	72	76	63	71	69	89		80
	5							
	22	38						

Far Normal

Goal Line

Goal Line Normal								
84	74	64	57	58	71	85		49
	15							
	31							
	35							

Goal Line Normal

I-Form

I-Form Normal								
88	74	64	57	58	71	85		86
	15							
	31							
	35							

I-Form Normal

I-Form 3 WR								
86	73	72	74	63	71		80	85
	3							
	41							
	28							

I-Form 3 WR

I-Form Big								
88	78	64	66	62	74	84		80
	14							
	38							
	30							

I-Form Big

I-Form Twin TE								
84	85	74	64	57	58	71		86
	15							
	31							
	35							

I-Form Twin TE

I-Form (continued)

I Form-Twin WR								
88	86	74	64	57	58	71	85	
	15							
	31							
	35							

I-Form Twin WR

Near

Near Normal								
84	72	76	63	71	69	89		80
	5							
	38	22						

Near Normal

Shotgun

Shotgun 2RB 3WR								
88	74	64	57	58	71		83	
	35	15	31					

Shotgun 2RB 3WR

Shotgun 4WR								
81	87	77	79	64	67	72		88
	2	31						

Shotgun 4WR

Shotgun 5WR								
88	83	74	64	57	58	71		86
	35	80						
	15							

Shotgun 5WR

Shotgun (continued)

Shotgun-Normal Offset Wk								
81	87	77	79	64	67	72	82	
		31	2					

Shotgun Normal Offset Wk

Shotgun-Slot Strong								
81	70	66	60	75	65	85	82	89
	16	26						

Shotgun Slot Strong

Shotgun-Trips								
88	83	80	74	64	57	58	71	
	15	35						

Shotgun Trips

Singleback 4 WR								
88	83	74	64	57	58	71		86
	15							
	35							

Singleback 4 WR

Singleback-Big								
88	84	74	64	57	58	71	85	
	15							
	35							

Singleback Big

**Singleback (continued)**

Singleback-Big Twin WR									
87	80	88	78	64	66	62	74	84	
14									
									30

Singleback Big Twin WR

Singleback-Empty 5 WR									
81	82	67	79	75	60	68	25	84	80
									11

Singleback Empty 5 WR

Singleback-Normal									
88	83	74	64	57	58	71	85		86
									15

Singleback Normal

Singleback-Slot Strong									
88		74	64	57	58	71	85		83
									86
									15

Singleback Slot Strong

Singleback-Trips									
81	80	82	67	79	75	60	68	85	
									11

Singleback Trips

Singleback-Trips WR									
88		74	64	57	58	71		83	80
									86
									15

Singleback Trips WR

Singleback-Twin TE									
81		77	79	64	67	72	82		83
									2

Singleback Twin TE**Singleback (continued)**

Singleback-Twin TE WR									
87	80		78	64	66	62	74	84	88
									14

Singleback Twin TE WR**Split Backs**

Split Backs-3WR									
88		74	64	57	58	71		86	
								15	
									35

Split Backs 3WR

Split Backs-Big									
86	73	63	60	65	70	85		87	
								16	
									26

Split Backs Big

Split Backs-Normal									
81		67	79	75	60	68	85		80
								11	
									25

Split Backs Normal

Split Backs-Twins WR									
83	87		73	63	60	65	70	85	
								16	
									26

Split Backs Twins WR

Strong I									
81		70	66	60	75	65		89	
								16	
									34

Strong-I 3WR

Strong I-Big									
83	77	79	64	67	72	82		85	
								2	
									31

Strong-I Big**Strong I (continued)**

Strong I-Normal									
86		73	72	74	63	71	88		80
								3	
									41

Strong-I Normal

Weak I									
86		73	72	74	63	71		85	80
								3	
									41

Weak-I 3WR

Weak I-Big									
88		78	64	66	62	74	84		80
								14	
									38

Weak-I Big

Weak I-Normal									
86		73	72	74	63	71	88		80
								3	
									41

Weak-I Normal

Weak I-Twins TE									
85		72	69	74	75	71	89		88
								9	
									34

Weak-I Twins TE

Weak I-Twins WR									
86	80		73	72	74	63	71	88	
								3	
									41

Weak-I Twins WR

THE RUNNING GAME

Moving the ball on the ground is the most difficult and important offensive skill in *Madden NFL 2003*. A good running attack allows you to beat up your opponent, control the clock, and keep the opposing offense off the field. In this section we show you how to run effectively, whether pounding the ball inside or sprinting around the corner.

Blocking Assignments

In *Madden NFL 2003*, offensive linemen read and react to the opposing defense. They respond to linebackers or safeties who are playing up close to the line, and each lineman checks out a defensive lineman who is positioned in front of him. These situations may cause a lineman to abandon his blocking assignment on a sweep or screen if he feels that an opposing player is too great a threat. So, while your quarterback is barking the signals, take a look at the matchups across the line. If you're depending on a guard to lead the way on an HB Toss, but he is nose-to-nose with a defensive tackle, he'll stay put and protect his quarterback.

When you see a situation that may take one of your key blockers out of the flow, enlist an emergency replacement by sending a tight end, running back, or wide receiver in motion ahead of the ball carrier. If no one is available, consider an audible. If you must run the original play, be conservative and follow a big tackle or guard rather than run naked around the corner for a loss.

Running Inside

There are two basic types of inside running plays in *Madden NFL 2003*. First, you have the straight-ahead, no-nonsense power plays that run up the middle or between the guard and tackle. Follow the interior linemen on these plays and resist the urge to escape to the outside (unless a hole opens up).

The Singleback HB Slam goes between the center and left guard. There is no blocking back, so your success depends on hitting the hole the linemen give you, and running hard and straight. Mash the Sprint button, as you collide with a defender to push him back or run through him.

The second type of play is an inside run, but it has outside possibilities. This play usually runs behind a tackle, and may have a blocking back or pulling lineman leading the way. Like the HB Slam, the interior linemen provide the initial thrust into the line. However, with the involvement of a blocking back, tight end (in a Big set), or pulling guard, there is a moment of decision at the line when you can decide to bounce outside for more yardage.

The Strong I Normal-HB Blast runs behind the fullback, who leads the play into the line, and between the right guard and tackle. It is always important to hit the hole quickly, but sometimes you will do better if you let the linemen and fullback hit a few people first, then follow when the defensive players are on their heels. If you are right on top of the fullback when you hit the line, you'll run into a logjam of offensive and defensive players, resulting in a small gain.

If the tackle and tight end seal off the defensive end and the running back neutralizes the outside linebacker, there is an opportunity outside. Run at the tackle, then juke hard to the outside, enough to change direction and clear the line. When you bounce outside, the strong safety and cornerback will respond, so cut back inside.

There are other inside running plays, such as draws, counters, or delays, but we elected to group them in the timing/misdirection plays described later in the running section. These runs can be successful inside, but they depend on deception and timing, rather than looking for a hole.



inside running techniques

A running back in *Madden NFL 2003* is limited to a certain extent by his physical abilities. You'll do better with a faster stronger runner who also has great agility and acceleration. However, you can make up for a lack of physical skills with fancy steps on the controller. The following screens demonstrate some of our favorite inside moves.



Don't get carried away with the juke move. It has its place, especially in the open field when a single tackler is angling in on you. But in traffic, you are better off with quick changes in direction, cutting back and forth away from the pressure.

When running inside with no place to go but straight ahead, use sprint to run with speed and power. You'll be surprised how many times you can run over a single tackler.



Running Inside

Like the inside runs, there are two types of outside running plays in *Madden NFL 2003*. The first is a quick toss followed by a sharp path brushing close to the tackle or tight end's right hip. This is an outside run, but unlike a sweep that develops more slowly with a fullback or pulling guard leading the way, your success depends on taking a hard angle to the corner and staying close behind your blocking.



The Singleback Big-HB Power runs behind a pulling right tackle and takes a hard turn around the tight end. Do not outrun your blocking. Instead, take advantage of the momentum and hide behind your protection until the outside opens up; or, cut back inside against the flow.

A sweep is the second type of outside play. Unlike the toss or pitch, your runner takes a wide arc to the outside, allowing the blocking to gather steam and overwhelm the pursuit.

The blocking takes care of not only the ends and linebackers, but also the cornerback and safety. The I-Form Big-HB Sweep features a pulling guard, blocking back, and tight end. The runner takes a long route to the corner, stringing out the pursuit until he can turn and streak up the sideline. We like to hold off on using the Sprint button until our runner is ready to turn the corner.



outside running techniques

Without speed and acceleration, it is tough for a runner to consistently make positive yardage to the outside. However, if your running back lacks blazing speed, cut back after you reach the corner. This has devastating effects on the pursuit, and you can often find a wide-open lane along the hash mark, or back in the middle of the field.



The I-Form Big-HB Lead Toss and other outside running plays to the weak side have excellent cutback opportunities. When the pursuit arrives, change gears, juke toward the middle of the field, and continue your run.

NOTE: YOUR RUNNER SHOULD BE FACING STRAIGHT AHEAD TO GET MAXIMUM EFFECT FROM A JUKE MOVE. IF HE IS RUNNING ON AN ANGLE, THE JUKE WILL SLOW HIM DOWN, AND A DEFENSIVE PLAYER CAN READ IT.

Timing/Misdirection Plays

Outrunning defensive players is fun, but outsmarting them is better. All of the plays in this section use deception, delays, or counter moves to make the defense jump one way while the play goes the other.

counter

The counter, as the name implies, is based on the initial movement of the running back, which is "counter" to the flow of the blocking. After getting the defense to react to the opening move, the runner cuts back behind the blocking, where he gains a step on the defense. Often, a counter opens big holes in the line as the linemen and linebackers react, then adjust to the runner's direction.



The I-Form Normal: HB Counter Wk steps to the right, then back to the left as the halfback follows the fullback and pulling guard. However, another cutback to the left produces the best opportunity, as pictured here.

delay

Like the counter, a delay throws off the rhythm of the defense by delaying movement toward the line. This play is most effective in passing situations, so run it out of a passing formation.

In the Singleback Big Twin WR-HB Delay, the defense responds to the pair of wide receivers split to either side. After the snap, the pass rush surges forward, while the quarterback drops back as if to pass. In that split second, the linebackers fade back as the pass rush gathers steam. If the play is timed right, the running back will slip by the onrushing linemen and find an open field, especially if the linebackers drop back into pass coverage. Cut to one side or the other after emerging from the line.



draw play

Similar to the delay, the draw play looks like a pass. However, the quarterback takes deeper drop, so the penetration advances farther into the backfield. This play produces a sizeable gain against an aggressive, blitzing defense; or, a loss against a more conservative defense in man coverage.



To pick up yardage on the Singleback Trips-HB Draw, run between the right guard and tackle, and sprint to the outside. The longer you stay in the middle, the greater likelihood the defense will recover and smother the runner.

reverse

This is without question the lowest percentage play in *Madden NFL 2003*. Although there are several variations of the play, the basic concept has the first ball carrier running toward the second ball carrier, with the handoff taking place as the runners pass. We do not recommend this play against the CPU because it is impossible to gain positive yardage. You'll need to be creative, watch your blocks, and make that one great cut to get around the corner. However, the element of surprise makes this a great call against a human opponent. Don't overuse it.



In the Singleback Normal-WR Reverse pictured here, we need that big guard to take out the cornerback who is angling in for a stop in the backfield. We get the block, and with a nifty cut, we are able to turn the corner. The best part of executing a successful reverse is watching a big defensive end trying to run down a wide receiver who is in full stride coming out of the turn and accelerating down the sideline.

THE PASSING GAME

It takes a variety of skills to run a successful passing attack in *Madden NFL 2003*, and those skills are similar to what is required of a real NFL quarterback. In the following sections, we break down the passing game into short, medium, and long passes. We pay special attention to quarterback mechanics, covering where, when, and how to throw each type of pass. Finally, we take a look at the effects of different variations, such as play-action, rolling out, and throwing from the shotgun.

Short Passes

In simple terms, the shorter the pass, the better your chances for success. However, you won't win football games if you throw 5-yard outs all day. The following pictures show various types of short passes and include notes on proper execution.

The outs pattern pictured here has a short sideline route on each side of the field. There are two formidable obstacles to completing this simple pass. First, if the cornerback is playing man coverage, he will be close to the receiver. If you throw the pass late and without enough pace, the defender can step in front of the receiver and get an easy pick. Second, the receiver quickly runs out of room. Put the ball in the air as the receiver makes his cut to the outside. If you wait until he takes a couple of steps, it will be too late.



A short pass that is often overlooked is the safety valve to the halfback. This is rarely a primary route, but depending on the coverage, it can be a productive weapon. You have two choices, depending on the coverage. If the defense is playing tight man-to-man with bump-and-run by the cornerback, you don't want to throw the pass while the halfback is in the backfield. Hold the ball for as long as you can, then loft it over the pass rush. By then, the receivers will be deep into their routes, clearing the flat for the halfback.



If the pass coverage is zone, or man-to-man without bump-and-run, you can wait a second, then dump off the ball in the backfield. Look for opportunities to cut back toward the middle of the field, or slant over the middle between the zones.



When thrown correctly, the short curl is impossible to defend. The receiver runs straight downfield for 8-10 yards, then whisks and comes back to the quarterback, receiving the pass about 5 yards out. Release the ball as the receiver makes his turn. Do not wait until he is moving back, or he'll keep coming, and the net gain will hardly be worth the down. Also, be careful of double coverage with a defender slipping between the receiver and quarterback. If you see this coverage, abandon the pass or risk an interception.



Although not for the fainthearted, the drag route, pictured here in the Singleback Strong-TE Middle, is a great weapon, especially if you have a sure-handed tight end. Stay away from this pass if the linebackers are in man coverage. However, if they drop back, look for your tight end over the middle for an easy completion.





Medium Passes

These are the passes you throw for first downs. They require more time to complete, so be more aware of the pass rush. Step up in the pocket against an outside blitz. It buys you the extra second you need to find an open receiver.

The medium slant toward the middle of the field is one of the most exciting passes you can throw. If you time the pass so the receiver catches it in stride, he may cut across to the sideline and go all the way. The point to remember is not to wait too long. Ignore the length of the route arrow. You want to hit the receiver at the midpoint in his route, as pictured here in the Shotgun 4WR-Slant Drag. If you wait too long, the receiver will run into heavy traffic. Don't be afraid to throw the ball early in the route and make your receiver stretch for the ball.



The Singleback Trips-Slot In N Out is an example of a multimove pass. It is effective when run by a fast receiver who can accelerate away from the coverage on his last move. Use Route-Based passing on this play, because the receiver makes three moves: up, in, and out. With Route-Based passing activated, the receiver follows his route rather than his momentum. Without it, the receiver may break off his route and follow the ball to the middle of the field if you release the pass too early.

Standard or Route-Based Passing

Madden NFL 2003 has two passing systems. The Standard system lets you bring up controller icons for all eligible receivers. When you are ready to release the pass, press the controller button that matches the receiver you want to target.

Route-Based passing works with the icon system. When you press the Route-Based button along with the receiver button, you instruct the receiver to follow his route, no matter when you release the ball. This allows you to throw the pass before the receiver makes his final cut, which helps when the coverage is tight.

Long Passes

Unless you are throwing long on first down, the defense knows when you have to go deep. They will load up the pass coverage with nickel or dime defenders and blanket the field. When you are throwing against this type of dense coverage, you must throw the ball early and let the receiver outrace the coverage. You do not want to throw the ball up for grabs, unless it's Hail Mary time.

In the Singleback 4WR-WR Dash pictured here, it is important to release the ball as the receiver makes his quick cut to the outside, before slanting back toward the middle. When you release the ball early, he'll be at full stride while the cornerback is backpedaling. Waiting a second more gives the cornerback time to settle under the ball.



Play-Action

Play-action is one of the most effective and overused strategies in football. It is a pass play, but the quarterback fakes a handoff with the intent of freezing the pass rush. This is effective on 1st down, or 2nd and short, but do not use play-action when everyone in the stadium knows you have to pass. All this does is slow the quarterback, making it easier for the blitz to nail him. Play-action is most effective when you use it in a running formation because it makes the fake more believable.

In the Weak I 3WR-PA Post Corner pictured here, the running back dives into the right side of the line, freezing the linebackers. After a roll to the right, we hit the wide receiver running a slant to the outside. The linebacker, arriving late after the run fake, is out of position and unable to stop the completion.



Rolling Out

Taking a deep rollout in *Madden NFL 2003* is overrated, especially if the opposing team likes to blitz the outside linebackers. We prefer a quick drop and release, or a moderate drift to either side. However, if he blitzes up the middle, you can frustrate the pressure by rolling out to the side your quarterback throws from, so he doesn't have to throw across his body. Although there are designed rollout plays in *Madden NFL 2003*, you'll have more success by rolling out when the pressure demands it.

Throwing from the Shotgun

If your offensive line is having a tough time handling the pass rush, the shotgun can be a good, if temporary, solution. The quarterback receives the snap five yards back from center, so he gets a jump on the rush. The tradeoff is the high snap, which increases the likelihood of a sack. We like to use the shotgun with short to medium slants, because the quarterback can stand his ground after the snap and have time to deliver the pass before the blocking breaks down.

On the Shotgun Normal-Quick Ins, the quarterback can take the snap, pivot, and release the ball, hitting the receiver before the linebacker or cornerback can react. Do not hesitate after the snap, even if it is high.



AUDIBLES

When your team sets up at the line of scrimmage, you may not like what you see, especially if the linebackers are showing blitz and you're planning to go deep. The Audible feature lets you save up to five plays that you can invoke by first pressing the Audible button, then the corresponding button for the new play. Have a cheat sheet with your audible plays so you can quickly change gears. A good audible selection should include the following plays:

- Draw play or delay
- Screen pass
- Short out pass
- Deep slant or fly
- Sweep or pitch right
- Sweep or pitch left



After you press the button, the audible announcement appears on the screen.



After you call out the new play, the halfback shifts into the I Form.



What started as an HB Slam is now a successful deep slant to the wide receiver.

TIP: You can also use a hot route to change a pass pattern before the snap. After pressing the Hot Route button, select the receiver by pushing his button. Push the directional pad up for a fly, down for a curl, or left/right for an in/out pattern.

SPECIAL TEAMS

The kicking game in *Madden NFL 2003* is easy to master, but you will be surprised at how many times you'll miss a kick. The concept is the same, whether you are kicking off, trying a field goal, or punting. The directional arrow comes up before the kick. Use only small adjustments with the arrow on kickoffs and punts, or the kick will sail out-of-bounds sooner than you would like. Of course, if you send the kickoff out-of-bounds, the opposing team takes over on its 40-yard line, so be careful when teeing it up. A touchback gives the receiving team a free trip to the 20-yard line. So, if you can force the opposing team to start a drive inside their 20, your kickoff unit is doing their job. To do this, nail the kickoff to the goal line or in the end zone.



The Kicking Meter

After you press the button to initiate the kick, the meter moves from bottom to top around the circle. Press the button again when the meter reaches the marker at the top of the circle. This is the power swing, so you can let it go past the marker for extra distance, but the farther it goes, the faster it comes down. The bottom marker is for accuracy, so don't miss this marker by much, especially on a field goal attempt. Holding the kick button down during the final part of the kick will delay the play. This is a good way to tempt eager players to jump offsides in an attempt to time the rush.



Field goals require additional pre-kick adjustments. When your attempt stretches beyond 30 yards, you must lower the trajectory of the kick. Don't worry about it being blocked. The lower angle is necessary if you want to consistently make field goals of 40+ yards.

TIP: Let the meter go past the power marker to consistently nail your punts or put kickoffs into the end zone.

Kick Returns

For the best results on kick returns, start toward the middle, look for a block, then sprint to the outside. Use right or left return plays to set up the best blocking. It is easier to outrun the coverage team if you streak down the sidelines.

TWO-MINUTE OFFENSE

Unless the game is a blowout, at some point you'll be called upon to direct your team down the field in two minutes or less. Accomplishing this requires the offense to get into a rhythm, where every down produces positive yardage and the defense grows more frustrated with each play. The following list contains guidelines for designing and implementing your two-minute offense

- * Decide whether your goal is to score, or to get into position for a field goal. This dictates your sequence of plays and their locations on the field.
- * You must get out-of-bounds at the end of a play. The lure of extra yardage is strong, but it's not worth losing another 20 seconds off the clock.
- * Never take a sack. It is better to lose a down with an incomplete pass than lose yardage. If you take a sack, use a timeout to stop the clock.
- * Unless you are down to a Hail Mary pass, your goal should be to gain 6-7 yards on every play. Take the chance on a deep pass if

you see a breakdown in coverage, but for the most part, keep a sustained drive going. If you're getting a 1st down every two plays, you'll drive the length of the field in less than two minutes.

- * Only run inside for a 1st down. Otherwise, keep your runs to the outside where the ball carrier can step out-of-bounds.
- * If you're out of time-outs and you made a 1st down inbounds, spike the ball to stop the clock.
- * Don't use play-action passes.
- * Read the blitz and roll out away from the pressure.

No-Huddle Offense

The Audible buttons allow you to store up to five plays you can call by pressing the corresponding buttons. You can fill these plays with high-percentage passes and outside runs, or any other combination of plays that will accomplish your goals for a no-huddle offense. When you get to the Playbook screen, select any play to get on the field, then call your audible.

READING DEFENSES

The art of reading defenses is often lost in the frenzy of a game. The tips in this section apply to playing against the CPU. There is no way to predict what a human opponent will do on any given play. However, a CPU-controlled team is more obvious in its intentions. This doesn't mean it is easy to beat the CPU. But, if you pay attention to the keys listed below, you'll be able to react better rather than run for your life.

DEFENSIVE TIP-OFFS BEFORE THE SNAP

What the Defense Does	What It Means	Adjustment
LINEBACKER(S) MOVE BACK AND FORTH TOWARD THE LINE	BLITZ LIKELY	Run: STAY BETWEEN THE TACKLES; ON OUTSIDE RUN, START MAN IN MOTION TOWARD THE LINEBACKER. Pass: ROLL TO THE OTHER SIDE OR DUMP THE BALL TO THE HALFBACK OVER THE BLITZING LINEBACKER. BOTH CORNERBACKS LINE UP DIRECTLY OPPOSITE AND WITHIN FIVE YARDS OF WIDE RECEIVERS.
BOTH CORNERBACKS LINE UP DIRECTLY OPPOSITE AND WITHIN FIVE YARDS OF WIDE RECEIVERS	BUMP-AND-RUN	ABANDON DEEP ROUTES AND HOT ROUTE TO DRAG OR SLANT OVER THE MIDDLE.
LINEBACKERS CREEP UP CLOSER TO THE LINE	BLITZ IS LIKELY	IF MLB IS COMING, LOOK FOR RECEIVERS SHORT AND OVER THE MIDDLE.
10 MEN IN THE BOX (WITHIN 5 YARDS OF LINE, TIGHT)	46 DEFENSE, BLITZ IS LIKELY	ABANDON OUTSIDE RUN; AUDIBLE TO MEDIUM OR DEEP SLANT; TAKE SHORT STRAIGHT DROP AND RELEASE.
10 MEN IN THE BOX (WITHIN 5 YARDS OF LINE, SPREAD)	QUARTER FORMATION: ONLY 1 LINEBACKER, 7 DEFENSIVE BACKS	Run: POUND IT UP THE MIDDLE. Pass: LOOK FOR TIGHT END OVER THE MIDDLE, OR SLANT UNDERNEATH THE DEEP ZONE.
3 LINEMEN	3-4 DEFENSE	POUND THE BALL UP THE MIDDLE OR BETWEEN THE TACKLES.
INTERIOR LINEMEN BUNCHED TIGHT	DOUBLE-TEAMING CENTER AND/OR GUARDS	AUDIBLE TO SWEEP OR TOSS.
INTERIOR LINEMEN SPREAD	TRYING TO DEFEND AGAINST OUTSIDE RUN	KEEP THE RUN BETWEEN THE TACKLES.
LINEMEN SHIFT TO ONE SIDE	MISMATCH	Run: COUNTER PLAY WITH FAKE TO SAME SIDE AS DEFENSIVE STRENGTH.
BOTH SAFETIES DEEP	DEEP ZONE, STRONG SAFETY NOT IN RUN SUPPORT	RUN POWER TOSS OR SWEEP TO EITHER SIDE.
STRONG SAFETY FIVE YARDS CLOSER THAN FREE SAFETY	STRONG SAFETY IN RUN SUPPORT	IF RUNNING OUTSIDE WITHOUT LEAD BLOCKER, ADD TIGHT END OR FULLBACK IN MOTION.

DEFENSIVE TUTORIAL

INTRODUCTION

To make it to the Super Bowl in *Madden NFL 2003*, your defense must be good enough to win the battle for field position. To do this, you must learn the secrets of playing "down-and-distance" defense. In this section, we teach you the secrets of defensive play calling, showing you how to analyze each play situation and choose the best formation. We examine the formations in *Madden NFL 2003* and suggest the best way to use their strengths while covering their weaknesses.

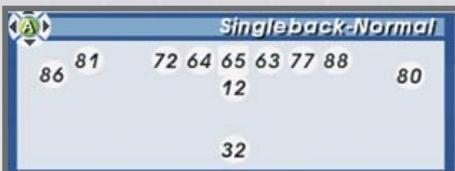
DEFENSIVE FUNDAMENTALS

- * Don't let the running game beat you outside; play east-west defense, filling the lanes and eliminating cutback opportunities for the ball carrier.
- * Disrupt the offense with mixed formations rather than radical all-or-nothing plays.
- * Finish your tackles; don't assume that a ball carrier is down because he takes a hit.
- * Read the offense, then shift your linemen and linebackers to match up better with the strong side of the offensive line.

THE FORMATIONS

In the following sections we examine each group of defensive formations in *Madden NFL 2003*. Random teams are used to demonstrate the plays. For suggestions of plays to use for each team, see the teams section.

4-3 Defense



This is the bread-and-butter defensive formation used by most NFL teams. It consists of four down linemen, three linebackers, and four defensive backs (two cornerbacks, strong safety, and free safety).

STRENGTHS

- * Better than the 3-4 at pressuring gaps or weak spots in the offensive line
- * Less susceptible to double-teams by the offensive linemen
- * Stronger against the inside run
- * Generates more pressure on the quarterback
- * Less risk when running line slants and stunts
- * Good coverage if linemen spread

WEAKNESSES

- * More pressure on the linebackers to cover short pass routes
- * Not as efficient as the 3-4 at stopping the sweep (unless linemen are quick)

4-3 Vs. the Run



The 4-3 Man Lock depends on the linebackers for lateral pursuit against the outside run.



In the 4-3 Man Lock, the tackles slant toward the center and the ends slant toward the guards, making this play tough on the inside run. The blitzing right outside linebacker pressures the weak side, and the cornerbacks play tight to the line in man coverage so they are in good position to provide secondary support against the run if the play breaks to the outside.

The 4-3 Whip Man sends all four linemen slanting toward the strong side. The right outside linebacker comes hard around the right end, while the middle slashes across the center. The left outside linebacker stays close in run support and the cornerbacks play tight man coverage. With the strong safety nearby, this formation commits 10 players to run support. As the linemen and linebackers slant toward the strong side, the pursuit pushes hard against an outside run, stringing it out until the lead blocking is gone.



The 4-3 Double TE sends the linemen on a wide path across the line, while the right outside linebacker comes on a straight blitz around the right end. The remaining linebackers and defensive backs are in man coverage. This defense responds well to weak-side sweeps or pitches.



The 4-3 Double X hammers the strong side, with the right side of the line slanting toward the center. The left side of the line double-teams the tight end, and in case there is any blocking left after the initial charge, the left outside linebacker takes a tight blitz route around the end. Even the Singleback Big, with two tight ends, has a tough time handling the Double X.



The 4-3 Thunder is a balanced formation that handles outside runs to either side. Both outside linebackers flare out to the side, leaving the middle linebacker to tend the center gap. The right tackle and end double-team the offensive left tackle, while the left tackle stands his ground. Finally, the left end slants out to the corner, teaming with the left outside linebacker to undercut the sweep.



4-3 vs. the pass

The 4-3 Cover 2 leaves the pass rush to the front four and drops all three linebackers into zone coverage. The safeties play deep zone and the cornerbacks squeeze the wide receivers with a bump-and-run. This formation smothers the middle of the field and keeps the wideouts from driving off the line. The Cover 2 works best with a team that has a strong pass rush from its front four. However, if the corners cannot keep up with the wide receivers after the contact, the sidelines could be open.





The 4-3 Strong Zone sends three of four defensive backs on a deep rotation toward the strong side while the linebackers drop back and fan out in pass coverage. This formation works well on 3rd and long against teams that like to load up receivers on the strong side. However, you must generate a strong pass rush; given enough time, a good quarterback will find single coverage on the weak side of the field.

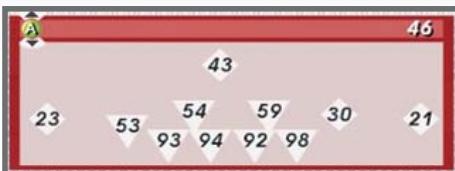
When you want to pressure the quarterback from the outside, the 4-3 Sweet Blitz sends both outside linebackers around the ends. Even if the double blitz doesn't produce a sack, the intense rush pressures the quarterback into an early release.



The 4-3 Fire Man includes an outside and inside blitz. The right outside linebacker loops around the right end, while the left outside linebacker bursts through the gap between the left end and left tackle. The left end loops wide left to allow the left outside linebacker a clear path. When everyone arrives, it is a ferocious six-man rush that will overwhelm most five-man offensive lines on 3rd and long. If the offense shows a tight end or sends the weak-side tight end in motion to the strong side, shift the linemen and linebackers to the strong side to improve your attack angles and overpower the tight end.



46 Defense



The 46 defense can overwhelm an inexperienced coach who cannot deal with 10 men at the line of scrimmage. Most variations of the 46 use man defense and at least two blitzes. The pressure comes from all directions at once, making it difficult for a sweep to gather steam, or a quarterback to take a four- or five-step drop. Despite the aggressive, gambling style of the 46, you have more conservative versions to choose from when defending the pass, including alignments with two and three deep zones.



The 46 Man Lock has ten men in the box, but only one coming on a blitz, so there is a wave of defenders covering the field from sideline to sideline. This is a good choice if you face a balanced ground attack, and you can't find the right 4-3 defense for consistently stopping the run.

The 46 Storm Blitz uses a two-man stunting blitz, with the middle linebacker looping wide to the left and the left outside linebacker crossing over to the right. The two ends also loop wide, and the tackles hold court in the middle. The free safety stays back in zone coverage, with two corners and two linebackers playing man-to-man, so this defense relies on getting to the quarterback and covering the short and medium zones.



If you want to experiment with the 46, start with the 46 Safe. This formation blankets the middle of the field, making it impossible for a tight end to find room on a drag route. Three linebackers and a cornerback cover the short and medium zones while two more corners and the free safety drop deep. This is one of the few 46s without a blitz, although the ends loop around, making it difficult for the tackles to contain them.



3-4 Defense



The 3-4 is the defense of choice for teams that feature athletic linebackers. This defense thrives on its ability to pursue laterally against the run or drop back into pass coverage. The "extra" linebacker becomes a swing defender, able to support your play choice by blitzing, defending the pass, or stopping the run.

STRENGTHS

- * Excellent lateral pursuit against the outside run
- * Good coverage against short passes, makes it tough for tight ends to catch balls over the middle
- * More blitz variations
- * Better at containing running quarterbacks
- * Good choice for teams short on quality defensive linemen

WEAKNESSES

- * Struggles against the inside run, especially against big sets
- * Tough for linemen to reach quarterback consistently
- * Unable to efficiently handle a double-tight-end offense

3-4 Vs. the Run

The 3-4 Weak Blitz tries its best to duplicate the 4-3 against the inside run by sending the left outside linebacker and left inside linebacker on straight blitz routes, filling the usual 3-4 gaps. Although this play favors the weak side, you can shift the linemen and linebackers if the offense lines up in a strong-side set.



The 3-4 Stud sends both outside linebackers on wide looping blitzes around the ends while the down linemen slant toward the weak side. This is an excellent call against weak-side sweeps or tosses, and it holds its own against strong-side runs if you shift the linemen and linebackers.

The 3-4 Pinch is a high-pressure formation that blitzes three linebackers, including the two outside linebackers on wide looping runs into the backfield. Another linebacker does a stunt before charging up the middle. Meanwhile, all four defensive backs play man defense, so they are responsive to the run (especially the strong safety). If you see big offensive set, shift the line and a linebacker to the strong side to stuff a strong-side sweep or pitch.



3-4 Vs. the Pass

The 3-4 Drop Zone blankets the middle of the field with linebackers, all but taking away the short and medium zones. Any receiver brave enough to catch a short pass over the middle will pay the price, as pictured here. The outside receivers are double covered, so the quarterback will not fare better there. The tradeoff is no pass rush from the three down linemen, which is dangerous against a running quarterback.



The 3-4 Man QB Spy puts the outside linebackers into pass coverage with the cornerbacks, where they can double up on wide receivers running short to medium routes, making this an excellent call on 3rd and 5. What makes this play so versatile is that either or both of the outside linebackers will rush the quarterback if they are not needed in pass coverage. The safeties play a two-deep zone, so you need fast athletic cornerbacks to handle the medium coverage. This formation stifles outside passes, but you could get burned with 10–15 yard slants over the middle.

For pure quarterback pressure, nothing beats the 3-4 Storm. This formation blitzes three linebackers while the fourth linebacker and one cornerback cover the short zone on either side. The remaining three defensive backs drop into deep zones with a two-deep weak-side rotation. The beauty of the storm is that you get an intense rush without sacrificing your coverage.



nickel defense

NOTE: THE NICKEL, DIME, AND QUARTER FORMATIONS ARE SPECIALLY DESIGNED TO STOP THE PASS, SO WE DO NOT INCLUDE STRENGTHS AND WEAKNESSES IN THE FOLLOWING SECTIONS.



The Nickel package is one of three defensive formations designed to stop the pass. One of the linebackers is replaced by a defensive back, giving you more speed and better deep coverage. The Nickel allows you to maintain adequate, but not excellent, run coverage with two linebackers. Most Nickel defenses use some form of zone pass coverage, although some formations designed to pressure the quarterback use man coverage.



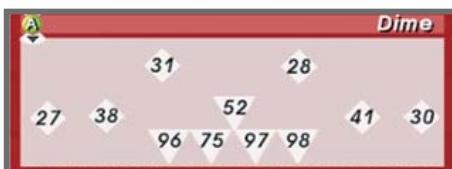
One of our favorite Nickel packages is the Cover 2. This formation keeps the safeties in a two-deep zone while sending the cornerbacks up on the line to bump the wide receivers. All three linebackers drop into pass coverage, with the middle linebacker taking a shallow drop (all the better to discourage tight ends from coming over the middle). This is a great 3rd down defense that shuts down the quick out pass to either sideline, or medium slants over the middle. The four-man front puts surprising pressure on the quarterback. If your front four cannot pressure the quarterback, be careful of medium or long sideline slants.

The Nickel: Under 4 is perfect for 3rd and long, thanks to a four-deep zone. The coverage takes away the deep routes, forcing the quarterback to dump the ball short. Three linebackers play tight man coverage to protect the short and middle zones, and the front four pressure the quarterback. There is potential for trouble on the weak side, where the cornerback may double up on a wide receiver, leaving the short sideline wide open.



We like the Nickel: Under Smoke for putting serious pressure on the quarterback. All three linebackers blitz, sending seven men across the line. Pass coverage suffers, but if your corners and safeties are up to the task, the man coverage will be sufficient as long as your pass rush gets in the quarterback's face.

dime



The Dime formation is the ultimate pass coverage package, with four down linemen, one linebacker, and six defensive backs. Although you lose another linebacker, you have the flexibility of blitzing your strong safety and one cornerback, and still having four men in pass coverage. If the game is close, don't gamble on the blitz with the Dime, but if your lead is safe, send 'em all!



The Dime Double Wide makes it tough for the quarterback to work the sidelines during the final two minutes of the game. The middle linebacker is alone, protecting the short zone over the middle, but that's not where the quarterback wants to be when he's trying to play catch-up.

When your opponent must go deep but is not ready to throw up a prayer, try the Dime: Over 2. The safeties and dime backs play a deep zone, while the middle linebacker drops back in pass coverage. The cornerbacks play up close in man coverage. This blend of man/zone defense blankets the field from 15 yards to infinity. You'll give up some short passes, but they won't beat you. You'll pickup a few coverage sacks.



To send a message to the quarterback, use the Zone Blitz. You have five defensive backs in criss-crossing zones all over the field, and the linebacker stays home in the middle. The strong-side cornerback comes hard in a blitz around the end, where he picks up his share of sacks and causes turnovers.

quarter



When you know it's going to be a pass, send out the Quarter formation. With seven defensive backs, your goal is to blanket the field with speed. One linebacker and three linemen are window dressing, but they get to the quarterback in desperate situations when everyone is in the pattern.



This is an interesting call early in a two-minute drive, when the opposing quarterback is working the sidelines with short out patterns. Five defensive backs play up tight to the line, with two in a short zone, two in bump-and-run, and one in man coverage on the strong side. It is difficult for the quarterback to find a receiver within 10 yards of the line of scrimmage. Additionally, the wide spacing between the three linemen produces a surprising number of hurried throws.

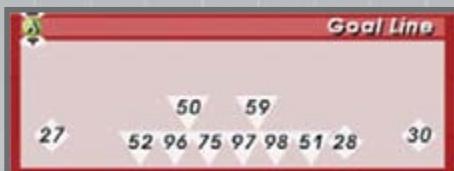


When things become frantic, use the 3 Deep for broader depth of coverage. The mix includes two corners in bump-and-run, two in short zone, and three in deep zone coverage. The middle linebacker abandons the pass rush in favor of a short zone drop.



When the quarterback's only hope is a Hail Mary, send out the Prevent, with all seven defensive backs in deep zone coverage. The quarterback will have all the time in the world, but no one to throw to.

goal line



The Goal Line defense is set aside for short-yardage stands at the goal line, or when everyone in the stadium knows the offense is going to run the ball. However, there is no disguising this defensive formation, and an alert quarterback will audible to a pass. If you use the Goal Line defense in the middle of the field, be prepared to counter the offense's audible with one of your own.

The Goal Line Jam Middle stacks nine men between the hashmarks, including two linebackers who rush right behind the ends. Two corners also play up on the line, but they drop back in case a halfback or tight end releases to the end zone. It's not uncommon for a dive play to start inside, then move sideways when the hole does not materialize.



AUDIBLES

While we're on the subject of audibles, you have the same capability on defense that you have on offense. You can store five plays on the defensive Audible page that you can call during a game. Here is a typical mix of play types.

- * Inside blitz
- * Outside blitz
- * Dime deep zone
- * Short man coverage
- * Medium man, or man/zone coverage

NOTE: SOME PLAYERS INCLUDE PUNT FORMATION SO YOU CAN APPROACH 4TH DOWN READY TO DEFEND A REGULAR PLAY, THEN DROP BACK INTO PUNT FORMATION IF THE OFFENSE IS PLAYING IT STRAIGHT.

STALLING A TWO-MINUTE OFFENSE

The two-minute offense is fragile, and although it can wreak havoc with your defensive play calling if you don't respond decisively, it is easy to defuse. Here are tips for slowing the two-minute offense.

- * Use the 4-3 without the blitz for maximum pressure on the quarterback. To mix in the blitz, take control of a cornerback or linebacker and find a gap to penetrate, or call a conservative play like the Dime: LB Blitz. This is not the time for the 3-4 or a wild Nickel blitz; you cannot compromise your pass coverage.
- * You own the sidelines during crunch time. Keep the clock moving. Use strong sideline coverage formations, such as Dime Double Wide, Dime Double Slot, Dime Under Four, or Dime Under Man.
- * Don't be quick to use the Prevent defense, especially if the opposing quarterback has time to engineer a long drive. You need excellent coverage 10–20 yards from the line of scrimmage.
- * Watch where the opposing team's best receivers line up, and call an audible to keep double coverage where it belongs.

PLAYING DOWN-AND-DISTANCE DEFENSE

Playing defense effectively depends on sending the proper formation on the field for each situation. Defending the field on 1st and 10 is different from stopping the offense on 3rd and 7. The following are tips for selecting your formation in typical down-and-distance situations.

1st and 10

Your goal is to make sure the offense faces 2nd and long. This requires holding the advance to 3 yards or less. Accomplish this by mixing your defensive fronts and coverages so the offense does not see a 1st-down pattern. Defend against both run and pass, but favor the run with man coverages, and put the strong safety in run support. Use your shifts to pressure the strong side.

2nd and 7+

This is usually a passing down, but the quarterback can't afford to gamble. Stay with mostly man coverage. If you use line stunts, don't leave gaps the linebackers cannot cover. Blitz conservatively (one linebacker is perfect). Watch out for the sweep, especially if the offense features a back with breakaway speed.

3rd and 5+

Play the pass exclusively, but blanket the field close to the 1st-down marker. A good offense will get what they need, and not much more. Abandon the bump-and-run, and use your outside linebackers to cover the wide areas of the field. A completion is OK if your defenders are close enough to swarm and stop the receiver. Don't try for the interception unless your defender is squared up and has a good chance of making the play. A miss results in a gain for the offense.

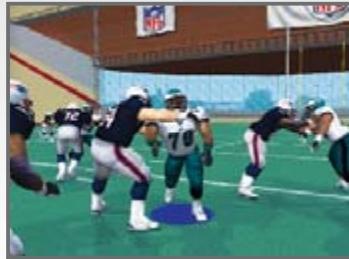
4th and 2

You'll have a couple of challenges on 4th and short. Don't become preoccupied with the "4th down." It is just another short-yardage situation, so use the defense that worked for you during the game. Don't commit everyone to the run. Have zone coverage to protect against the unexpected long pass.

DEFENSIVE TECHNIQUES

Even with a strong strategic plan, you need a game-saving play to stop the opposition. The *Madden NFL 2003* manual includes complete instructions for every defensive controller move. Here are our favorites, with tips on proper execution.

THE SWIM



If you're tired of seeing your pass-rushing defensive ends play patty-cake with the offensive tackles, use the swim move to shove them aside. Position your player slightly to the side and on an angle to the offensive lineman, then continue tapping the swim button to finesse your way to the quarterback.

SWAT



When controlling a defensive lineman, it's easy to become preoccupied with getting to the quarterback. You may forget how effective you are by swatting down a pass. Keep one eye on the quarterback while you wrestle with that big tackle, then jump as the quarterback releases the ball.



CHICAGO BEARS

Home Field: Memorial Stadium
Location: Champaign, Illinois

Type: Open
Capacity: 70,904

Surface: Turf

★ STAR PLAYERS



Anthony Thomas
halfback

KEY ATTRIBUTES

SPEED: 86 **BREAKING TACKLES:** 90

AGILITY: 86 **AWARENESS:** 72

AT 226 POUNDS, THE "A-TRAIN" SURPRISED EXPERTS WITH HIS COMBINATION OF QUICKNESS AND POWER THAT PRODUCED 1,183 YARDS RUSHING IN HIS FIRST YEAR OUT OF THE UNIVERSITY OF MICHIGAN. THOMAS SHOWED HIS VERSATILITY WITH SINGLE-GAME TOTALS OF 188 YARDS ON TURF AT CINCINNATI AND 173 YARDS ON GRASS AT TAMPA BAY. AFTER HIS FINE ROOKIE SEASON, THOMAS WAS VOTED OFFENSIVE PLAYER OF THE YEAR BY THE ASSOCIATED PRESS.



Brian Urlacher
Middle Linebacker

KEY ATTRIBUTES

SPEED: 85 **TACKLING:** 85

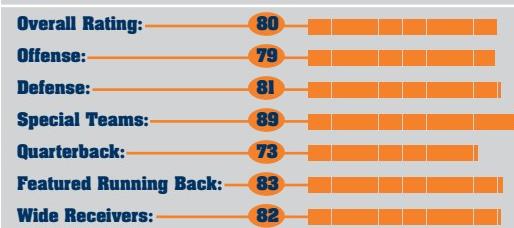
STRENGTH: 82 **AWARENESS:** 85

A FOUR-YEAR STARTER AT NEW MEXICO, URLACHER LED ALL COLLEGE DEFENDERS WITH 178 TACKLES, AND HE PROCEEDED TO LEAD THE BEARS IN HIS ROOKIE SEASON. HIS 380-POUND POWER CLEAN LIFT IS A RECORD AT NEW MEXICO, AND HE CAN RUN STRIDE-FOR-STRIDE WITH MOST WIDE RECEIVERS. LAST YEAR, URLACHER EARNED HIS SECOND TRIP TO THE PRO BOWL, LEADING THE BEARS WITH 117 TACKLES, WHILE LOGGING 6 SACKS AND 3 INTERCEPTIONS.

C 2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
13	3	0	338	203	7-1	6-2	3-1	10-2	6-2

C TEAM RATINGS



MEET THE COACH: DICK JAURON

► NFL HEAD COACHING RECORD: CHICAGO BEARS 24-24 (1999 TO PRESENT)
► PRIOR COACHING EXPERIENCE: DEFENSIVE BACKS COACH, GREEN BAY (1986-94); DEFENSIVE COORDINATOR, JACKSONVILLE (1995-98)
► COLLEGE PLAYING CAREER: YALE (1970-72); HOLDS CAREER RUSHING MARK OF 2,947 YARDS
► NFL PLAYING CAREER: DEFENSIVE BACK-Detroit Lions 1973-77, Cincinnati Bengals 1978-80; NAMED TO PRO BOWL IN 1974

C 2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Marc Columbo	OT	Boston College
Two	None	-	-
Three	Roosevelt Williams	CB	Tuskegee
Three	Terrance Metcalf	G	Mississippi
Four	Alex Brown	DE	Florida
Five	Bobby Gray	SS	Louisiana Tech
Five	Bryan Knight	DE	Pittsburgh
Six	Adrian Peterson	RB	Georgia Southern
Six	Jamin Elliott	WR	Delaware
Six	Bryan Fletcher	TE	UCLA

✓ SCOUTING REPORT

JIM MILLER BEGINS HIS FIRST FULL SEASON AS THE STARTING QUARTERBACK, WITH BACKUP CHRIS CHANDLER PROVIDING VETERAN DEPTH. MILLER HAS SPEED TO WORK WITH AT WIDE RECEIVER WITH MARTY BOOKER, A HEALTHY MARCUS ROBINSON, AND DAVID TERRELL, ALTHOUGH THE TIGHT END POSITION IS A QUESTION MARK. ANTHONY THOMAS ANCHORS THE RUNNING GAME, AND AN EXCELLENT OFFENSIVE LINE PROVIDES PLENTY OF PUSH.

THE BEARS' DEFENSE FINISHED IN THE MIDDLE OF THE NFL PACK LAST YEAR, ALLOWING OVER 341 YARDS PER GAME. HOWEVER, IT WAS THE TEAM'S PENTHANT FOR THE BIG PLAY THAT FUELED SEVERAL LAST-SECOND COMEBACKS. MIKE BROWN RAN BACK TWO OF HIS FIVE INTERCEPTIONS FOR TOUCHDOWNS, BUT THIS YEAR HE LOSES TWO STRONG SECONDARY MATES IN TONY PARRISH AND WALT HARRIS, SO THE NEW GROUP WILL NEED TO QUICKLY GEL. SPECIAL TEAMS IS OUTSTANDING, WITH PAUL EDINGER'S BIG LEG ON FIELD GOALS AND BRAD MAYNARD'S 42.6-YARD PUNTING AVERAGE.

COACHING THE BEARS: A GREAT TRIO OF WIDE RECEIVERS LETS YOU STRETCH THE FIELD, SO GO DEEP, ESPECIALLY WHEN ANTHONY THOMAS IS KEEPING THE LINEBACKERS HONEST BY POUNDING IT UP THE MIDDLE. MAXIMIZE YOUR GROUND GAME BY RUNNING BEHIND OLIN KREUTZ, ARGUABLY THE BEST CENTER IN THE NFL, AND THE RIGHT SIDE OF THE OFFENSIVE LINE, LED BY TACKLE JAMES "BIG CAT" WILLIAMS.

ON DEFENSE, BRIAN URLACHER ANCHORS THE MIDDLE OF THE FIELD AT LINEBACKER, WHERE HIS SPEED AND AWARENESS ALLOW HIM TO PLAY EFFECTIVELY FROM SIDELINE TO SIDELINE, AND AS AN EXTRA DEFENSIVE BACK. THE SECONDARY IS OUTSTANDING, LED BY STRONG SAFETY MIKE BROWN. THIS IS A FAST AND TALENTED GROUP, AND YOU WILL GRAB MORE THAN YOUR SHARE OF PICKS IF YOU AGGRESSIVELY RUN TO THE BALL.

C TEAM STATS

Category	Bears	Opponents
Total First Downs	277	277
First Downs (rush-pass-by penalty)	100-153-24	71-191-15
Third Down Conversions/Attempts	74/225	80/223
Fourth Down Conversions/Attempts	10/21	4/17
Total Offensive Yards	4,694	4,978
Offense (plays-avg. yards)	1,020-4.6	1,023-4.9
Total Rushing Yards	1,742	1,313
Rushing (plays-avg. yards)	475-3.7	373-305
Total Passing Yards	2,952	3,665
Passing (comp.-att.-int.-avg. per completion)	315-528-16-5.82	355-602-20-6.58
Sacks	48	17
Interceptions/Returns for TD	3	1
Field Goals Made/Attempts	26/31	18/28
Touchdowns	37	21
Touchdowns (rush-pass-returns-defensive)	12-20-0-5	6-12-0-3
Time of Possession	30:35	29:325

2001 RECAP

NFL Team Rankings

Scoring:	11th
Pass Offense:	24th
Rushing Offense:	17th
Pass Defense:	29th
Rushing Defense:	2nd
Turnovers:	5th

C INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jim Miller	395	228	67.7	2,299	13	10	2.5	11	74.9
Shane Matthews	129	84	66.1	694	5	6	4.7	6	72.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Anthony Thomas	278	1,183	4.3	7	0	46
James Allen	135	469	3.5	1	1	19

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Marty Booker	100	1,071	10.7	8
Dez White	45	428	9.5	0
David Terrell	34	415	12.2	4

defensive leaders

Tackles: Brian Urlacher, 117

Sacks: Rosevelt Colvin, 11

Interceptions: Mike Brown, 5

KEY PLAYS



Running ►►► Singleback-Normal: HB Smash



Stopping the HB Power

The 4-3 Double X produces a strong defensive push toward the right tackle and tight end, thanks to the blitzing left outside linebacker. This clogs the middle of the line and makes it difficult to run between the tackles. However, a quick move to the outside can beat the pursuit. If Thomas is beating you to the sideline, use the 4-3 Thunder for added outside pressure.

James Williams is so strong at right tackle that even when the defense doubles down on the strong side, he can seal off the linebackers. To make the most of Williams's block, stay close to the big tackle's hip and slash toward the outside. By the time the defensive backs respond, you'll be running at full speed, where it is easier to break tackles. If you see the defensive linemen pinch toward the middle before the snap, you'll do better taking the play immediately outside. Take a sharp angle to the sideline, brushing past the tight end. Don't run laterally toward the sideline, or the pursuit will prevent you from turning the corner.

Form Normal-HB Sweep



Stopping the HB Sweep

The 4-3 Whip Man is an attacking defense that slashes toward the strong side of the offensive line, making it difficult for the sweep blocking to survive. Also, the blitzing middle linebacker forces the right guard to hold his position, leaving only the fullback to lead the play. The halfback is forced to cut back toward the middle of the field, where there is little running room.

The success of this play depends on the quality of the lead blocking. When the play works to perfection, the right guard and fullback seal off the lateral pursuit from the linebackers, leaving only the strong safety in the immediate vicinity of the ball carrier. This play produces big yardage when the wide receiver ties up the strong safety long enough for you to turn the corner. Watch this block. If it breaks down early, cut back to the inside.



Passing ►►► Single Back-Normal: SE Quick Hit



Stopping the SE Quick Hit

The 46 Safe floods the short and medium zones with linebackers, making it difficult for the quarterback to find receivers over the middle. However, given enough time, the slot receiver reaches a small seam as he crosses the right hash mark, so the defensive secondary must hold the coverage.

The speed of the Bears' wide receivers forces defenses to give a little ground, which opens a variety of 8–10-yard routes. On the SE Quick Hit, the left slot receiver runs a 15-yard slant across the field, where he draws two defenders. Rather than force the ball into this coverage, look for the wide receiver running a drag route across the field. After the catch, the receiver is between the linebackers and underneath the deep coverage, so turn upfield for extra yardage.

Shotgun Normal-Post Flags



Stopping the Post Flags

At the risk of giving up the middle of the field, the Dime Prevent does a reasonable job of stopping deep sideline routes. However, if you have a good pass rush, pressure the quarterback to defend this route. The Nickel LB Blitz forces the quarterback to release early, before Robinson completes his move to the outside.

This deep pass play enjoys a high completion rate because the two wide receivers work together to confuse and separate the coverage. As the slot receiver runs an out pattern, the wide receiver runs up and in, followed by a deep slant to the sideline. This is an intricate route, but Marcus Robinson has the speed necessary to make it work. Don't release the ball too early. If this pass is timed properly, the receiver catches the ball at the sideline, making this an excellent call for a two-minute offense.



Defending the Run ►►► 4-3: Double Z



Beating the 4-3 Double Z

The Bears had the 2nd ranked defense against the run last year, and with a returning cast of linemen and linebackers, this year should be more of the same. The best way to run against the Bears is to pass, but if you must stay on the ground, use misdirection plays like the I Form-HB Counter. The goal is to get the linebackers to bite on the fake long enough for the halfback to slip outside. If you can squeeze out 4–5 yards consider it a major victory.

The Bears had the second-ranked defense against the run in 2001, and with a returning cast of linemen and linebackers, this year should be more of the same. The best way to run against the Bears is to pass, but if you must stay on the ground, use misdirection plays like the I Form-HB Counter. The goal is to get the linebackers to bite on the fake long enough for the halfback to slip outside. If you can squeeze out 4–5 yards, consider it a major victory.



Defending the Pass ►►► 4-3: Cover 2



Beating the 4-3 Cover 2

Stretch the linebackers by running patterns in every zone to pop open someone over the middle. Select a play with various depths and angles, like SE Cross, TE Drag, or HB Clearout.

The Bears' pass defense gave up a ton of yards in 2001, and this year's secondary includes two new faces. You can't play a Nickel or Dime all day, so the key to defending against the pass is to use your linebackers—especially the man in the middle, Brian Urlacher, who has a defensive back's speed. The 4-3 Cover 2 drops all three linebackers into medium and deep coverage, the safeties play a deep zone, and the corners stay tight to the line. The Bears' line should provide above-average pressure, so you'll get a few sacks from the front four. However, if you're getting burned deep on 1st or 2nd down, shift to the 4-3 Safe. All four defensive backs drop into a deep zone while the linebackers cover the short-to-medium routes passes.



CINCINNATI BENGALS

Home Field: Paul Brown Stadium™
Location: Cincinnati, Ohio

Type: Open
Capacity: 65,535

Surface: Grass

★ STAR PLAYERS



Corey Dillon
halfback

KEY ATTRIBUTES

SPEED: 93

BREAKING TACKLES: 94

AGILITY: 90

AWARENESS: 90

HE MAY PLAY FOR A LOW-PROFILE TEAM, BUT COREY DILLON IS MAKING A NAME FOR HIMSELF AROUND THE NFL. DRAFTED OUT OF THE UNIVERSITY OF WASHINGTON, WHERE HE SET SINGLE-SEASON RECORDS FOR RUSHING YARDS (1,555) AND TOUCHDOWNS (22), DILLON MADE AN IMMEDIATE IMPACT IN THE NFL BY SETTING THE SINGLE-GAME ROOKIE RUSHING MARK WITH A 246-YARD OUTBURST AGAINST THE TITANS. IN 2000, THE BENGAL BACK RAN FOR 278 YARDS AGAINST THE DENVER BRONCOS, BREAKING WALTER PAYTON'S SINGLE-GAME RECORD. DILLON BLENDS A TOUGH CUTBACK STYLE OF RUNNING WITH THE ABILITY TO RUN FROM THE COMPETITION AFTER HE HITS THE HOLE.



Takeo Spikes
outside Linebacker

KEY ATTRIBUTES

SPEED: 77

TACKLING: 93

STRENGTH: 80

AWARENESS: 85

IN HIS FIFTH YEAR OUT OF AUBURN, TAKEO SPIKES IS THE HEART AND SOUL OF THE BENGALS' DEFENSE. HE DISPLAYS GREAT INSTINCT AND IS ALWAYS AROUND THE BALL. IN 1999, SPIKES EMERGED AS A STAR, SETTING THE TEAM RECORD WITH EIGHT FUMBLIES EITHER FORCED OR RECOVERED. WITH THE ABILITY TO STOP THE RUN, PURSUE THE QUARTERBACK, OR DEFEND AGAINST THE PASS, SPIKES IS ONE OF THE MORE VERSATILE LINEBACKERS IN THE LEAGUE, AND ALSO ONE OF THE MOST DURABLE, HAVING NEVER MISSED AN NFL GAME DUE TO INJURY.

SCOUTING REPORT

THE CINCINNATI BENGALS' OFFENSIVE ATTACK FEATURES A LOT OF COREY DILLON RUNNING THE FOOTBALL. DILLON HAS POSTED 1,000-YARD SEASONS HIS FIRST FIVE YEARS IN THE LEAGUE AND SHOULD BE INVOLVED IN A LARGE PERCENTAGE OF THE OFFENSIVE PLAYS. NEWLY ACQUIRED QUARTERBACK GUS FREROTTE WILL PUSH JON KITNA AND AKILI SMITH FOR THE STARTING JOB. WIDE RECEIVER PETER WARRICK IS A DEFENSE STRETCHER, AND THE BENGALS HOPE THAT CHAD JOHNSON CAN BE EFFECTIVE.

DEFENSIVELY, THE BENGALS ARE A STEADY UNIT. LINEBACKERS TAKEO SPIKES AND BRIAN SIMMONS, BOTH DRAFTED IN THE FIRST ROUND IN 1998, DOMINATE THE RUN. LAST YEAR'S TOP PICK JUSTIN SMITH GIVES THEM THE PASS RUSHER THEY'VE LACKED FOR DECADES, AND THE ADDITION OF FREE AGENT JEFF BURRIS LEGITIMIZES THE SECONDARY. DRAFTED IN THE FOURTH ROUND, KICKER TRAVIS DORSCH WILL BE COUNTED ON TO CONTRIBUTE FROM DAY ONE. WHEN WARRICK ISN'T RUNNING ROUTES, HE IS ONE OF THE AFC's MOST EXCITING PUNT RETURNERS.

2001 RECAP

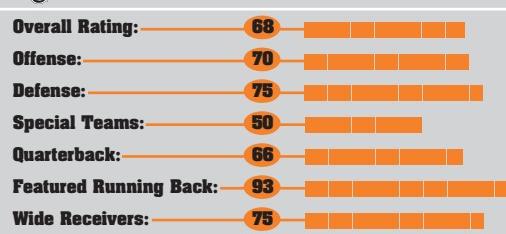
NFL Team Rankings

Scoring:	31st
Pass Offense:	23rd
Rushing Offense:	17th
Pass Defense:	12th
Rushing Defense:	11th
Turnovers:	25th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	226	309	4-4	2-6	5-8	1-2	4-6

TEAM RATINGS



MEET THE COACH: DICK LeBEAU

► **NFL HEAD COACHING RECORD:** CINCINNATI BENGALS 10-19 (2000-PRESENT)
► **PRIOR COACHING EXPERIENCE:** ASSISTANT COACH, PHILADELPHIA EAGLES (1973-75); ASSISTANT COACH, GREEN BAY PACKERS (1976-79); ASSISTANT COACH, CINCINNATI BENGALS (1980-83); DEFENSIVE COORDINATOR, CINCINNATI BENGALS (1984-91); ASSISTANT COACH, PITTSBURGH STEELERS (1992-94); DEFENSIVE COORDINATOR, PITTSBURGH STEELERS (1995-96); ASSISTANT HEAD COACH, CINCINNATI BENGALS (1997-99)

► **COLLEGE PLAYING CAREER:** OHIO STATE (1954-57); OFFENSIVE AND DEFENSIVE BACK
► **NFL PLAYING CAREER:** DEFENSIVE BACK-Detroit Lions 1959-72

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Levi Jones	T	Arizona State
Two	Lamont Thompson	S	Washington State
Three	Matt Schobel	TE	TCU
Four	Travis Dorsch	K	Purdue
Six	Marquand Manuel	S	Florida
Seven	Joey Evans	DE	North Carolina
Seven	T.J. Houshmandzadeh	WR	Oregon State

COACHING THE BENGALS: THE DEFENSE IS GOOD ENOUGH TO KEEP YOU IN MOST GAMES. FAVOR ZONES TO MASK THE LACK OF A SHUTDOWN CORNER. IT'S ON OFFENSE WHERE YOU MUST BE SELECTIVE. YOUR AIR ATTACK IS NOT STRONG, SO BE CONSERVATIVE AND AVOID 3RD-AND-LONG SITUATIONS. DILLON IS A WORKHORSE. GIVE HIM THE BALL, BUT DON'T OVERUSE HIM. KEEP PETER WARRICK INVOLVED. HE'S ON THE VERGE OF BECOMING ONE OF THE AFC's PREMIER PLAYMAKERS.

TEAM STATS

Category	Bengals	Opponents
Total First Downs	294	281
First Downs (rush-pass-by penalty)	96-176-22	86-173-22
Third Down Conversions/Attempts	93/243	86/225
Fourth Down Conversions/Attempts	6/23	5/13
Total Offensive Yards	4,800	4,832
Offense (plays-avg. yards)	1,071-4.5	1,013-4.8
Total Rushing Yards	1,712	1,675
Rushing (plays-avg. yards)	441-3.9	453-3.7
Total Passing Yards	3,088	3,157
Passing (comp.-att.-int.-avg. per completion)	322-602-26-5.47	311-512-13-6.79
Sacks	48	28
Interceptions>Returns for TD	13/1	26/0
Field Goals Made/Attempts	17/28	22/30
Touchdowns	25	35
Touchdowns (rush-pass-returns-defensive)	11-12-1-2	10-23-0-0
Time of Possession	29:16	30:44



INDIVIDUAL LEADERS

TEAMS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jon Kitna	581	313	53.9	3,216	12	22	3.8	25	61.1
Akili Smith	8	5	62.3	37	0	0	0	1	73.4

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Corey Dillon	340	1,315	3.9	10	5	96
Brandon Bennett	50	232	4.6	0	1	36

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Peter Warrick	70	667	9.5	1
Darnay Scott	57	819	14.4	2
Chad Johnson	28	329	11.8	1

defensive leaders

Tackles: Takeo Spikes, 80

Sacks: Justin Smith, 8.5

Interceptions: Kevin Kaesviharn and Artrell Hawkins, 3

KEY PLAYS



Running ►►► Strong I Normal-Split Belly



Beating the Split Belly

This play runs behind a monster right tackle and a tight end, so you need a good push in the middle and pressure from the outside to contain the running back. However, be careful with plays that split off the linemen in two directions, or you'll leave a gap in the middle of the field. We like the 4-3 Double TE because you have a blitzing outside linebacker who can penetrate the lead blocking. Flip the play to keep the attacking linebacker opposite the tight end.

Willie Anderson is a stud at right tackle, and the Split Belly play explodes off the line on the strength of his block. You can slip between the right guard and tackle for big yards inside, or thanks to Corey Dillon's breakaway speed, you can get to the outside quickly as the right side of the offensive line pushes downfield. When you get Dillon into the open field, one or two tacklers do not present a threat. Juke left, right, then sprint to the sidelines for a big gainer.

I Form Normal-HB Counter



Stopping the HB Counter

It is difficult to catch up with a speedy runner when half the defense reacts to the counter move. It's all about lateral pursuit, and it comes down to the person controlling the middle linebacker. The 46 Man Lock spreads six linebackers/defensive backs behind the line, allowing for excellent coverage across the field. More conservative options are the 4-3 Fire Man or Under Man.

Designed sweeps and pitches take a long time to develop, giving the linebackers a window of opportunity to pursue the play. Instead of telling everyone in the stadium that you're going outside, use a counter that starts one way, then catches the defense off-stride when the runner bursts to the outside. On this HB Counter, the fullback has time to lead the play, giving Dillon room to operate on the right. After sprinting to the sideline, the wide receiver provides enough of a block to let the runner juke back to the inside for an extra 10 yards.

Passing ►►► Shotgun 2RB/3WR-Double Slant



When you have Corey Dillon in the backfield, this formation is a nightmare for the defense. The Double Slant sends everyone into the pattern, although the fullback hangs around to assess the pass rush before floating out of the backfield. For a high-percentage 5-6 yard completion, take the snap and fire the ball to Darnay Scott on the left as he makes his spin to come back to the ball. When you need big yardage, or during a critical two-minute drive, look for Peter Warrick cutting toward the right sideline deep downfield. The last route is the trickiest, but the potential for a quick score is excellent. Corey Dillon runs straight upfield, gets lost among the linebackers, then streaks for the left corner. Depending on how many defenders respond to the slot receiver, whose slant route parallels Dillon's, the running back will draw single coverage, or he may be alone. Either way, he will be behind the defense. Don't wait too long, or he'll run out of field.



Stopping the Double Slant (CONTINUED FROM PG. 35)

You need defenders to stop this play. To prevent being burned deep is to give up the short route and make sure the deep zone is well covered. The Dime LB Blitz keeps six defenders on the receivers while the linebacker blitzes up the middle. This added pressure keeps Kitna from going deep. If he forces the pass to either side, you'll have at least two defenders breaking to the ball.

Singleback Normal-Slant Corner



This play has a little of everything, making it a good possession play when you want to continue moving downfield. The high-percentage route is the little out pattern to the tight end, which you should complete easily, even against tight man coverage. Drift out to the right to get a better angle on the throw. Most man defenses clog the middle, so we don't like the drag pattern by the left slot receiver. However, the wideout on the left runs a 10-yard turn-in that is tough to defend. It is critical to deliver this ball early, so make this route your first priority as you cycle through your receivers.

Stopping the Slant Corner

With the exception of the deep route down the right sideline, this play pressures the short and medium zones. If you are consistently giving up 8-10-yard passes to the Bengals, use the 3-4 Cover 4. The linebackers fill the middle of the field, making it difficult to find the short route on the left or the drag route over the middle. The deep sideline receiver finds double coverage on the right, forcing him to turn his route toward the middle of the field, where there are more defenders.

Defending the Run ►►► 4-3 Mike Blitz



The Bengals' defensive strength is at linebacker and on either end, but the middle of the defensive line is unproven. To prevent giving up yards up the gut, involve the linebackers on run blitz plays like the 4-3 Mike Blitz. The middle linebacker comes right at the center, filling the gap and disrupting power runs between the tackles. The center blitz slows the offensive push enough, so that even if the runner bounces outside, the defensive ends and outside linebackers have time to shrug off their blocks and pursue the ball carrier.

Beating the 4-3 Mike Blitz

With the middle linebacker blitzing, there is one less linebacker to pursue sweeps and tosses. The Bengals' outside linebackers are athletic enough to recover on a slow-developing sweep, but a quick pitch like the Power Toss could present problems for the Mike Blitz, especially if the ball carrier has above-average speed.

Defending the Pass ►►► 4-3 Double Z



Only four teams had fewer interceptions than the Bengals in 2001, but their team pass defense ranked 12th in the NFL. Blitz one linebacker while the other two roam the middle of the field. The 4-3 Double Z does an excellent job of pressuring the quarterback and still covering the 5-8-yard possession routes, thanks to Cincinnati's athletic linebackers. The defensive backs can handle most deep routes, although we recommend using a Nickel package on third and long.

Beating the 4-3 Double Z

To attack the 4-3 Double Z, use multiple deep routes on one side of the field, forcing the defensive backs into single coverage. The HB Clearout, Posts N Zags, and Deep Attack are perfect choices for stretching any man defense.



BUFFALO BILLS

Home Field: Ralph Wilson Stadium™
Location: Orchard Park, New York

Type: Open
Capacity: 73,967

Surface: Turf

★ STAR PLAYERS



Eric Moulds
Wide Receiver

KEY ATTRIBUTES

SPEED: 91

CATCHING: 89

ACCELERATION: 92

AWARENESS: 87

ERIC MOULDS IS ONE OF THE AFC'S BEST RECEIVERS. AFTER CATCHING A TEAM RECORD 94 PASSES IN 2000, HIS RECEPTION TOTAL DWINDLED TO 67 IN 2001, BUT THAT HAD TO DO WITH BUFFALO'S INSTABILITY AT QUARTERBACK. BLESSED WITH GREAT SPEED, YET CONSIDERED ONE OF THE MORE PHYSICAL RECEIVERS IN THE GAME, MOULDS WILL DO WHATEVER IS NECESSARY TO CATCH THE BALL IN A CROWD.



London Fletcher
Middle Linebacker

KEY ATTRIBUTES

SPEED: 76

TACKLING: 94

CATCHING: 83

AWARENESS: 82

LONDON FLETCHER COMES TO BUFFALO AND THE AFC AFTER PLAYING HIS FIRST FOUR SEASONS IN THE NFC, INCLUDING A SUPER BOWL WITH THE ST. LOUIS RAMS. THE FIFTH-YEAR PRO OUT OF JOHN CARROLL UNIVERSITY IS AN ENERGETIC TACKLING MACHINE. OPPISING RUNNING BACKS WHO FIND THEIR WAY THROUGH THE BILLS' DEFENSIVE LINE HAVE FLETCHER WAITING FOR THEM. HE IS A LINEBACKER BETTER SUITED TO STOPPING THE RUN, RATHER THAN RUSHING THE QUARTERBACK OR DROPPING BACK IN PASS COVERAGE.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
3	13	0	265	420	1-7	2-6	2-10	1-3	1-7

TEAM RATINGS

Overall Rating:	78	██████████
Offense:	78	██████████
Defense:	81	██████████
Special Teams:	88	██████████
Quarterback:	83	██████████
Featured Running Back:	93	██████████
Wide Receivers:	80	██████████

MEET THE COACH: GREGG WILLIAMS

► NFL HEAD COACHING RECORD: BUFFALO BILLS 3-13 (2001-PRESENT)

► NFL PRIOR COACHING EXPERIENCE: DEFENSIVE COORDINATOR, TENNESSEE (1997-00); LINEBACKERS COACH, HOUSTON (1994-96)

► NFL COLLEGE PLAYING CAREER: PLAYED BASEBALL AND FOOTBALL (QUARTERBACK) AT NORTHEAST MISSOURI STATE

► NFL NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Mike Williams	T	Texas
Two	Josh Reed	WR	LSU
Two	Ryan Denney	DE	BYU
Three	Coy Wire	SS	Stanford
Five	Justin Bannan	DT	Colorado
Six	Kevin Thomas	CB	UNLV
Seven	Mike Pucillo	G	Auburn
Seven	Rodney Wright	WR	Fresno State
Seven	Jarrett Ferguson	FB	Virginia Tech
Seven	Dominique Stevenson	OLB	Tennessee

SCOUTING REPORT

THE FREE-AGENT SIGNING OF DREW BLEDSOE GIVES THE BILLS THEIR FIRST LEGITIMATE SIGNAL CALLER SINCE JIM KELLY RETIRED IN 1996. WITH BLEDSOE'S STRONG ARM AND ABILITY TO THROW THE BALL DEEP, COACH GREG WILLIAMS SCRAPPED THE WEST COAST-STYLE OFFENSE. ERIC MOULDS AND PEERLESS PRICE SERVE AS BLEDSOE'S DEEP THREATS, AND NUMBER-TWO PICK JOSH REED FROM LSU WILL LEARN THE ROPES QUICKLY. DEPENDABLE TIGHT END JAY RIEMERSMA CAN STAY IN AND BLOCK OR PROVIDE BLEDSOE WITH A BIG TARGET. TRAVIS HENRY AND LARRY CENTERS ARE THE FEATURED BACKS, AND CENTERS LED THE SQUAD WITH 80 RECEPTIONS IN 2001. TOP DRAFT CHOICE MIKE WILLIAMS, OUT OF TEXAS, WILL ANCHOR THE OFFENSIVE LINE FOR THE NEXT DECADE.

ON DEFENSE, THE BILLS HAD A TOUGH TIME STOPPING THE RUN IN 2001. FREE-AGENT ACQUISITION LONDON FLETCHER HELPS ALLEVIATE THIS PROBLEM. THE SECONDARY IS THE TRUE STRENGTH OF THE DEFENSIVE UNIT, WHERE ANTOINE WINFIELD AND NATE CLEMENTS, TWO FORMER OHIO STATE BUCKEYES, GIVE THE BILLS A PAIR OF LOCKDOWN CORNERS CAPABLE OF MAKING PLAYS ON THE DEFENSIVE SIDE OF THE BALL. MIKE HOLLIS, WHO BEAT THE BILLS IN A 1996 PLAYOFF GAME WITH A 45-YARDS FIELD GOAL AS A MEMBER OF THE JAGUARS, SIGNS ON TO SHORE UP THE KICKING GAME.

COACHING THE BILLS: GUARD RUBEN BROWN, COMING OFF HIS SIXTH STRAIGHT PRO BOWL SEASON, OPENS GAPPING HOLES ON THE LEFT SIDE OF THE LINE. KEEP THIS IN MIND WHEN RUNNING THE FOOTBALL. CENTERS IS AT HIS BEST CATCHING THE BALL OUT OF THE BACKFIELD. SCREEN PASSES AND SHORT OUTS KEEP THE CLOCK MOVING, AND THEY ARE AS EFFECTIVE AS RUNNING THE BALL. ON DEFENSE, THE STRENGTH OF YOUR CORNERS ALLOWS YOU TO GAMBLE. DON'T BE AFRAID TO BLITZ YOUR SAFETIES OR LINEBACKERS.

TEAM STATS

Category	Bills	Opponents
Total First Downs	287	302
First Downs (rush-pass-by penalty)	75-180-32	122-154-26
Third Down Conversions/Attempts	75/217	86/205
Fourth Down Conversions/Attempts	12/24	4/9
Total Offensive Yards	5,137	5,292
Offense (plays-avg. yards)	1,009-5.1	969-5.5
Total Rushing Yards	1,686	2,133
Rushing (plays-avg. yards)	406-4.2	482-4.4
Total Passing Yards	3,451	3,159
Passing (comp.-att.-int.-avg. per completion)	327-557-20-6.68	284-453-11-7.46
Sacks	34	46
Interceptions/Returns for TD	11/3	20/2
Field Goals Made/Attempts	18/29	28/37
Touchdowns	31	48
Touchdowns (rush-pass-returns-defensive)	9-18-1-3	20-23-0-5
Time of Possession	29:00	31:00

2001 RECAP

NFL Team Rankings

Scoring:	27th
Pass Offense:	12th
Rushing Offense:	21st
Pass Defense:	13th
Rushing Defense:	27th
Turnovers:	29th

INDIVIDUAL LEADERS quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Alex Van Pelt	307	178	58.0	2,056	12	11	3.6	14	76.4
Rob Johnson	216	134	62.0	1,465	5	7	3.2	31	76.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Travis Henry	213	729	3.4	4	5	25
Shawn Bryson	80	341	4.3	2	0	68

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Larry Centers	80	620	7.8	2
Eric Moulds	67	904	13.5	5
Peerless Price	55	896	16.3	7

defensive leaders

Tackles: Jay Foreman, 72

Sacks: Aaron Schobel, 6.5

Interceptions: Nate Clements, 3

KEY PLAYS

Running >>> Weak I Normal-FB Dive



Stopping the FB Dive

It is a gamble for a defense to stack the line against a dive play (except on the goal line), so to stop this play without exposing yourself to the pass or outside run, attack the weak side with at least one blitzing linebacker. The 46 Weak Blitz sends two outside linebackers, and you can stop this play in the backfield. This is an excellent call in short-yardage situations against any team that likes to run from the weak side.

The strength of the Buffalo offensive line is at left guard, where Ruben Brown handles double-teams with ease. For this reason, we choose an FB Dive to take advantage of the blocking, and to utilize the talents of the Bills' new fullback, Larry Centers. This play is a guaranteed 5 yards if you keep it simple and run with power behind Brown. The holes are wide, and when Centers gets up a head of steam, he is more than defensive backs can handle.

Singleback HB Slam



Stopping the HB Slam

Like the previous play, the 46 Defense offers a variety of alignments for stopping the run. However, there is always a risk of being burned when you keep too many players in the box. The 4-3 Mike Blitz is a compromise against weak-side runs like the HB Slam. Without a tight end, the blitzing linebacker can reach the backfield untouched and wrap up the halfback for a loss.

Like the previous play, the HB Slam relies on the left guard, Ruben Brown. However, second-year halfback Travis Henry has enough speed and acceleration to be more creative than the fullback when he hits the hole. The key here is to make one decisive cut, either to the outside or back toward the center of the field. On the play pictured here, the defense over-shifts to the weak side, so bouncing outside is not an option. However, thanks to Brown's block, the center lane is wide open. After juking back to the middle, Henry covers 10 yards before the DBs come up to make the tackle.

Passing >>> Singleback Trips Play Action



Stopping the Play Action

Use a Nickel package to stop this play. The Nickel Robber floods the middle of the field with man coverage, including the middle linebacker who picks up Reed early in his route. This allows him to position himself between the quarterback and receiver, rather than chase him across the field.

Drew Bledsoe has a surplus of speed at wide receiver, and when you line up Peerless Price and Eric Moulds on the same side, it presents a challenge for the defensive secondary. This play positions three wide receivers in a tight cluster on the left. The two outside receivers drive across the field on 10-yard slant routes, while the middle receiver pulls up short for a 5-yard comeback. This play develops quickly, making it an excellent 3rd-down call against a blitz. Jake Reed, the inside receiver, is the best target. However, you must hit him in the middle of the field, where he draws single coverage from a linebacker. If you wait too long, linebackers and cornerbacks swallow him, and the risk of throwing an interception increases.

Shotgun 5 WR Sink Under



Stopping the WR Sink Under

If you have a strong secondary, the Nickel Robber provides tight man coverage over the middle, disrupting the drag routes. However, get some pressure on the quarterback so the receivers do not break off their routes and sprint to the corners.

This play attacks the middle of the field with drag routes of varying depths. Measure the pass-rush as you drop back. Look for Eric Moulds, the outside wide receiver on the right. His 12-yard drag route cuts between the medium and deep zones as he crosses the right hash mark. However, if the blitz is coming hard, release the ball to Travis Henry, the inside receiver, who runs a crisp, 8-yard buttonhook.

Defending the Run >>> 4-3 Man Lock



Beating the 4-3 Man Lock

The 4-3 Man Lock collapses toward the center of the offensive line, so the best way to attack the defensive push is with quick-hitters behind and around the tight end. You'll need a fullback and/or pulling guard out in front of the play to slow the cornerback, so the Strong I Normal HB Power is an excellent choice.

With London Fletcher at middle linebacker, it's a good idea to keep him close to the line of scrimmage to stop the run. He has the strength to overpower most offensive linemen, and he accelerates to the ball, which is the first step to making a critical stop. If the play breaks to the outside, cornerbacks Winfield and Clements have excellent speed that enables them to stop the ball carrier before he turns the corner.

Defending the Pass >>> 4-3 Sam Blitz



Beating the 4-3 Sam Blitz

To neutralize the pass rush from the Sam Blitz, use a big set (one or two tight ends) and run short to medium slants and drag routes, forcing the defensive backs to run across the field. The Singleback Big Slants or Ace TE Drag are good choices.

The Bills' pass rush is not their strong suit, so use a combination of pressure and coverages to contain a pass-oriented offense. The 4-3 Sam Blitz includes two rushes on the defensive line. The interior linemen collapse on the center while the ends slant to the left. Adding to the confusion, the left outside linebacker sneaks inside on a blitz. The two remaining linebackers drop back into coverage with the cornerbacks, and the safeties play a deep zone. This formation provides enough pressure and good coverage across the field against short and medium passes. If there is a weakness here, it is against the deep pass, where the coverage is light.





DENVER BRONCOS

Home Field: INVESCO Field at Mile High®

Location: Denver, Colorado
Type: Open

Capacity: 76,125
Surface: Grass

★ STAR PLAYERS



Rod Smith
Wide Receiver

KEY ATTRIBUTES

SPEED: 93 **CATCHING:** 95

ACCELERATION: 97 **AWARENESS:** 92

COMING OFF HIS FIFTH STRAIGHT 1,000-YARD RECEIVING SEASON, ROD SMITH IS VIEWED AROUND THE LEAGUE AS ONE OF THE BEST AT FINDING A SEAM IN THE DEFENSE. ENTERING HIS EIGHTH YEAR FROM MISSOURI SOUTHERN, THE PRO BOWLER IS COMING OFF AN OUTSTANDING 2001 CAMPAIGN IN WHICH HE CAUGHT 11 TOUCHDOWNS AND BECAME ONE OF SIX PLAYERS IN NFL HISTORY TO RECORD BACK-TO-BACK 100-RECEPTION SEASONS. ALONG WITH ED McCAFFREY, HE MAKES UP THE BEST RECEIVING DUO IN THE LEAGUE.



Trevor Pryce
Tackle

KEY ATTRIBUTES

SPEED: 62 **TACKLING:** 91

STRENGTH: 91 **AWARENESS:** 86

TREVOR PRYCE WAS DRAFTED OUT OF CLEMSON IN THE FIRST ROUND OF 1997 AND HAS BECOME AN ANCHOR ON THE DENVER DEFENSIVE LINE. AFTER LEADING THE BRONCOS WITH SEVEN SACKS IN 2001, HE WAS REWARDED WITH HIS THIRD TRIP TO HAWAII AND THE PRO BOWL. WITH NATURAL PASS-RUSHING ABILITIES, PRYCE IS CAPABLE OF FIGHTING THROUGH DOUBLE TEAMS AND GETTING TO THE QUARTERBACK OR STUFFING THE RUN.

SCOUTING REPORT

THE BRONCOS ARE AN OFFENSIVE JUGGERNAUT. ROD SMITH IS COMING OFF A PRO BOWL SEASON IN WHICH HE SURPASSED THE 100-RECEPTION PLATEAU FOR THE SECOND STRAIGHT TIME. ED McCAFFREY MISSED 2001 WITH A BROKEN LEG, BUT RETURNS HEALTHY AND READY TO JOIN SMITH AS ONE OF THE LEAGUE'S TOP RECEIVING DUOS. AND RETURNING TO THE BRONCOS AFTER A COUPLE YEARS AND A SUPER BOWL RING WITH BALTIMORE IS SHANNON SHARPE. HE HAS THE SPEED TO GET DOWNFIELD AND CAN LINE UP ANYWHERE. BRIAN GRIESE IS RESPONSIBLE FOR DISTRIBUTING THE BALL, AND HE HOPES TO BOUNCE BACK FROM A DISAPPOINTING 2001. TERRELL DAVIS IS BACK AT HALFBACK, AND HE'S JOINED IN THE OFFENSIVE BACKFIELD BY FORMER HALFBACK MIKE ANDERSON, WHO GETS PLENTY OF TOUCHES FROM THE FULLBACK POSITION.

ON THE DEFENSIVE SIDE OF THE BALL, THE FRONT FOUR DID A GREAT JOB OF STOPPING THE RUN IN 2001, AND THAT TREND WILL CONTINUE. JOHN MOBLEY LED THE TEAM IN TACKLES AND HEADS A TALENTED GROUP OF LINEBACKERS. CORNER DELTHA O'NEAL PLAYED IN HIS FIRST PRO BOWL LAST YEAR AFTER NINE INTERCEPTIONS AND A 13.1-YARD PUNT-RETURN AVERAGE.

2001 RECAP

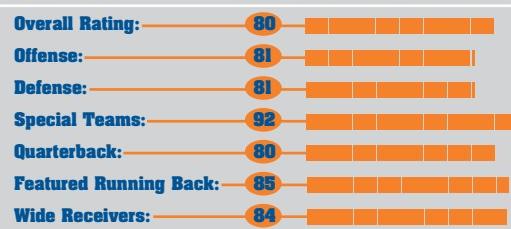
NFL Team Rankings

Scoring:	10th
Pass Offense:	25th
Rushing Offense:	10th
Pass Defense:	17th
Rushing Defense:	6th
Turnovers:	6th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	340	339	6-2	2-6	5-7	3-1	4-4

TEAM RATINGS



MEET THE COACH: MIKE SHANAHAN

- NFL HEAD COACHING RECORD: DENVER BRONCOS 78-42 (1995-PRESENT); OAKLAND RAIDERS 9-12 (1988-89)
- PRIOR COACHING EXPERIENCE: OFFENSIVE COORDINATOR, SAN FRANCISCO (1992-94)
- COLLEGE PLAYING CAREER: EASTERN ILLINOIS 1972
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Ashley Lelie	WR	Hawaii
Two	Clinton Portis	RB	Miami
Three	Dorsett Davis	DT	Mississippi State
Four	Sam Brandon	FS	UNLV
Five	Herb Haygood	WR	Michigan State
Six	Jeb Putzier	TE	Boise State
Seven	Chris Young	SS	Georgia Tech
Seven	Monsanto Pope	DT	Virginia

COACHING THE BRONCOS: THE RUN SETS UP THE PASS AND YOU HAVE A FORMIDABLE DUO IN THE BACKFIELD. TERRELL DAVIS IS AT HIS BEST RUNNING TO THE OUTSIDE, WHILE CONVERTED HALFBACK MIKE ANDERSON CAN POUND THE BALL INSIDE. USE ANDERSON AS A BALL CARRIER TO PROLONG THE ENDURANCE OF DAVIS FOR LATE IN THE GAME. LINEBACKERS CANNOT GUARD SHANNON SHARPE, SO YOU WILL HAVE SUCCESS ISOLATING HIM AGAINST A SLOWER DEFENDER. ON DEFENSE, CHESTER McGLOCKTON STUFFS THE RUN, BUT REMOVE HIM IN OBVIOUS PASSING SITUATIONS.



TEAM STATS

Category	Broncos	Opponents
Total First Downs	304	292
First Downs (rush-pass-by penalty)	106-174-24	86-176-30
Third Down Conversions/Attempts	83/219	63/191
Fourth Down Conversions/Attempts	4/10	4/10
Total Offensive Yards	4,817	4,774
Offense (plays-avg. yards)	1,034-4.7	960-5.0
Total Rushing Yards	1,877	1,492
Rushing (plays-avg. yards)	481-3.9	406-3.7
Total Passing Yards	2,940	3,282
Passing (comp.-att.-int.-avg. per completion)	312-511-19-6.28	308-515-22-6.91
Sacks	39	42
Interceptions>Returns for TD	22/1	19/2
Field Goals Made/Attempts	31/36	25/29
Touchdowns	35	38
Touchdowns (rush-pass-returns-defensive)	7-26-2-1	9-23-1-3
Time of Possession	31:23	28:37



INDIVIDUAL LEADERS

TEAMS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Brian Griese	451	275	61.0	2,827	23	19	4.2	38	78.5
Gus Frerotte	48	30	62.5	308	3	0	0	3	101.7

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Terrell Davis	167	701	4.2	0	2	57
Mike Anderson	175	678	3.9	4	1	62

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Rod Smith	113	1,343	11.9	11
Desmond Clark	51	566	11.1	39
Dwayne Carswell	34	299	8.8	4

defensive leaders

Tackles: John Mobley, 79

Sacks: Bill Romanowski and Trevor Pryce, 7

Interceptions: Deltha O'Neal, 9

KEY PLAYS

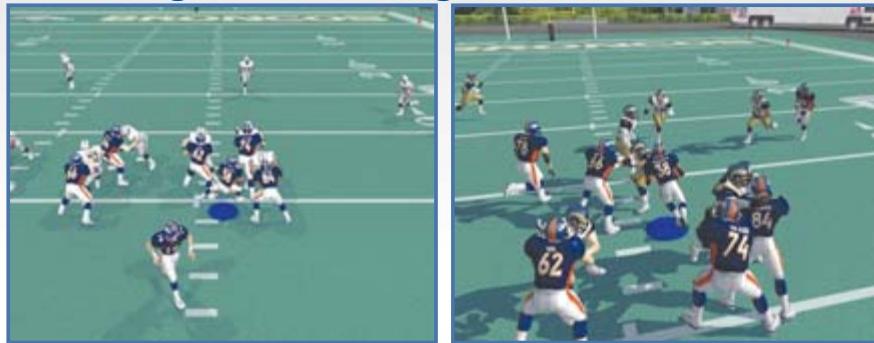


Running ►►► I Form Normal-HB Toss



The middle of the Broncos' offensive line is a running back's dream, with center Tom Nalen and right guard Dan Neil leading the way. The backfield is as impressive; All-Pro Terrell Davis is returning from injuries, and fullback Mike Anderson gained 1,500 yards two years ago. Our first featured running play includes a pulling right guard, tight end, and blocking back carving out a path for the halfback. It is difficult to gain fewer than five yards on this play, unless you run it on every down. Davis has speed and power, so keep an eye on the line and sprint through the biggest opening, whether it appears on the inside or outside.

I Form Big-FB Dive Strong



When the defense hones in on Terrell Davis, give the ball to the fullback for big yardage. Look for an opening to the right of right guard Dan Neil. Anderson is strong enough to break tackles, so churn for extra yards. Slam into a defensive player who is already engaged with an offensive lineman. He may slow you down for a second, but he won't shake off the block quickly enough to bring you down.

Stopping the HB Toss

Can you say lateral pursuit? There is only one way to stop this play: Load up the strong side with quick, agile linebackers, and support them with the strong safety and cornerback. You must cut through a side of beef to find the ball carrier, so don't expect to stop this play without half the defense flowing to the ball. The 46 SS Blitz forces this play to turn inside, and the blitzing strong safety will get a fair share of tackles in the backfield. The 46 is susceptible to the pass, so don't overuse this formation.

Stopping the FB Dive Strong

With two blitzing linebackers and a slant toward the strong side, the 4-3 Whip Man is effective against inside dive plays to the fullback (make the defense slant in the right direction). The 4-3 Double TE is a more conservative choice, and the lateral pursuit is stronger, in case the fullback slips to the outside.

Passing ►►► Weak I Twins WR-Flat Pressure



Rod Smith is the best possession receiver in the NFL, and you can maximize his effectiveness by throwing from run formations. With tight end Shannon Sharpe in the mix, this play could be a HB Toss. Instead, Rod Smith drives upfield, then slants across to the right, easily losing the linebacker who picks him up at the line of scrimmage. Smith's exceptional receiving ability will make one-handed grabs like the one pictured here an everyday occurrence. Mike Anderson's flat pattern down the left sideline is a good alternative. It is tempting to look for Shannon Sharpe running deep down the right sideline, but he draws double coverage, so be careful.

SOONER
SUNSHINE
SUNSHINE
SUNSHINE

Stopping the Flat Pressure (CONTINUED FROM PG. 41)

The 4-3 Under 4 clogs the hash marks with linebackers, making it difficult for Smith to run a clean route over the middle. However, this leaves the fullback wide open coming out of the backfield, so switch players to prevent a big play.

Singleback 4 WR-Out N Ups



After going to Smith all day, look for Kevin Kasper on this deep route to shake up the defense. Kasper's route ties the defensive back in knots, as you can see in the screenshots here. After driving 10 yards ahead, the first move turns the defender around as Kasper breaks to the outside. When the defensive back recovers, he turns back upfield and streaks toward the end zone. By the time the ball arrives, Kasper has single coverage, with the other defensive backs arrive after the catch.

Stopping the Out N Ups

If Griese is going deep, use a Nickel or Dime package with at least two defenders dropping back into deep coverage. However, even with double coverage, this route is tough to defend if the quarterback has time to wait for Kasper to make both of his moves. The Nickel NB Blitz sends the nickel back on an outside rush towards the quarterback. Even if the blocking back picks up the blitz, chances are that Griese will be forced to release early and poorly.



Defending the Run ►►► 4-3 Under Man



Beating the 4-3 Under Man
The HB Counter Weak, or any other misdirection play, entices the linebackers to take their first steps in the wrong direction. Throw in a tight end and a blocking back, and one wrong step is all a good halfback needs to create havoc for the defense.

With newly arrived Chester McGlockton jamming the middle, the linebackers can concentrate on pursuing and sealing off the outside run. Middle linebacker Al Wilson and left outside linebacker John Mobley do an excellent job covering the field. Mobley is a sure tackler, and if you get him to the outside quickly, he'll shut down the sweep.



Defending the Pass ►►► 4-3 Double X



Beating the 4-3 Double X
To solve this defense, run by using a two-back set, then hit the halfback circling out of the backfield. The Split Backs 3WR-HB Middle includes a slot receiver running a deep post. With hyperactive linebackers, the deep receiver finds single coverage, and a deep lob results in an easy 6 points.

Cornerbacks Deltha O'Neal and Denard Walker are the glue that holds the Denver secondary together. They have the speed to play man defense, but they can't do it alone. You need a combination of pressure and good coverage to beat a strong passing team like the Raiders. The 4-3 Double X sends the left outside linebacker on a blitz, and the five-man rush produces hurries, sacks, and swats.



CLEVELAND BROWNS

Home Field: Cleveland Browns
Stadium™

Location: Cleveland, Ohio
Type: Open

Capacity: 73,200
Surface: Grass

★ STAR PLAYERS

#85 /

Kevin Johnson
Wide Receiver

KEY ATTRIBUTES

SPEED: 87

CATCHING: 90

ACCELERATION: 89

AWARENESS: 82

A SECOND-ROUND DRAFT CHOICE OUT OF SYRACUSE, KEVIN JOHNSON HAS DECEIVING SIZE AND EXCEPTIONAL HANDS. HE BURST ONTO THE SCENE IN 1999 WHEN HE LED ALL ROOKIES WITH 66 RECEPTIONS AND 8 TOUCHDOWNS. HE IS COMING OFF A BREAKOUT 2001 SEASON IN WHICH HE CAUGHT 84 BALLS FOR 1,097 YARDS AND 9 TOUCHDOWNS. JOHNSON ISN'T AFRAID TO GO UP FOR THE BALL IN TRAFFIC OR FIGHT FOR BALLS OVER THE MIDDLE. HE HAS THE TALENT TO BE ONE OF THE AFC'S BEST RECEIVERS.

#92 /

Courtney Brown
Defensive End

KEY ATTRIBUTES

SPEED: 75

TACKLING: 81

STRENGTH: 86

AWARENESS: 73

COURTNEY BROWN IS A NATURAL PASS RUSHER AND A DISRUPTIVE FORCE IN ANY GAME. THE TOP PICK IN THE 2000 DRAFT BATTLED INJURIES DURING MOST OF THE 2001 SEASON, BUT WHEN HE PLAYED, HE GOT TO THE OPPONENT QUARTERBACK. IN FIVE GAMES THE FORMER PENN STATE ALL-AMERICAN RECORDED 4.5 SACKS AND FORCED OFFENSIVE COORDINATORS TO RETHINK THEIR GAME PLANS. LOOK FOR BROWN TO BECOME A HOUSEHOLD NAME THIS SEASON.

✓ SCOUTING REPORT

THE BROWNS BELIEVE THAT THEIR TIME IS NOW AFTER SIGNING FIVE STARTERS IN FREE AGENCY, INCLUDING TWO OFFENSIVE LINEMEN IN BARRY STOKES AND RYAN TUCKER. TIM COUCH PUT TO REST QUESTIONS ABOUT HIS DURABILITY BY SURVIVING ALL 16 GAMES IN 2001, BUT HE WAS SACKED 51 TIMES. WHEN HE HAS THE TIME TO THROW, THE FOURTH-YEAR QUARTERBACK HAS SOME ENTICING WEAPONS. KEVIN JOHNSON CAUGHT 84 BALLS IN 2001 AND IS JOINED BY SECOND-YEAR MAN QUINCY MORGAN AND TIGHT END RICKY DUDLEY AS COUCH'S PRIMARY TARGETS. WILLIAM GREEN, THE BROWNS TOP DRAFT CHOICE FROM BOSTON COLLEGE, STARTS AT HALFBACK AS A ROOKIE.

ON DEFENSE, CLEVELAND MUST FIGURE OUT HOW TO STOP THE RUN, A CATEGORY IN WHICH THEY RANKED 30th IN 2001. THE LINEBACKER TRIO OF AMIR MILLER, DWAYNE RUDD, AND FREE-AGENT ACQUISITION EARL HOLMES CONTROLS THE MIDDLE OF THE FIELD. MILLER IS COMING OFF A CAREER YEAR IN WHICH HE HAD 13 SACKS AND 3 FORCED FUMBLIES. THE FRONT FOUR FEATURES PASS-RUSHING ENDS COURTNEY BROWN AND FREE AGENT KENARD LANG, WHO WILL ACQUAINT THEMSELVES WITH THE QUARTERBACKS OF THE NEW AFC NORTH. SECOND-YEAR MAN ANTHONY HENRY HAS THE TALENT TO PUSH STARTERS COREY FULLER AND DAYLON McCUTCHEON FOR PLAYING TIME AT CORNERBACK.

BROWNS TEAM STATS

Category	Browns	Opponents
Total First Downs	238	295
First Downs (rush-pass-by penalty)	78-139-21	112-161-22
Third Down Conversions/Attempts	68/210	88/235
Fourth Down Conversions/Attempts	6/12	8/23
Total Offensive Yards	4,152	5,297
Offense (plays-avg. yards)	934-4.4	1,089-4.9
Total Rushing Yards	1,351	2,208
Rushing (plays-avg. yards)	417-3.2	494-4.5
Total Passing Yards	2,801	3,089
Passing (comp.-att.-int.-avg. per completion)	279-466-21-6.77	309-552-33-6.12
Sacks	43	51
Interceptions/Returns for TD	33/4	21/3
Field Goals Made/Attempts	22/25	25/34
Touchdowns	31	35
Touchdowns (rush-pass-returns-defensive)	8-18-0-5	11-18-1-5
Time of Possession	28:16	31:44

BROWNS 2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	285	319	4-4	3-5	6-7	1-2	5-5

BROWNS TEAM RATINGS



MEET THE COACH: BUTCH DAVIS

* NFL HEAD COACHING RECORD: CLEVELAND BROWNS 7-9 (2001-PRESENT)

* PRIOR COACHING EXPERIENCE: HEAD COACH, UNIVERSITY OF MIAMI (1995-00); DEFENSIVE COORDINATOR, DALLAS COWBOYS (1993-94)

* COLLEGE PLAYING CAREER: UNIVERSITY OF ARKANSAS, DEFENSIVE END (1971-72)

* NFL PLAYING CAREER: N/A

BROWNS 2002 DRAFT PICKS

Round	Player Selected	Position	School
One	William Green	RB	Boston College
Two	Andre Davis	WR	Virginia Tech
Three	Melvin Fowler	C	Maryland
Four	Kevin Bentley	LB	Northwestern
Four	Ben Taylor	LB	Virginia Tech
Four	Darnell Sanders	TE	Ohio State
Five	Andra Davis	LB	Florida
Seven	Joaquin Gonzalez	T	Miami

COACHING THE BROWNS: DESPITE WHOLESOME CHANGES ON THE OFFENSIVE LINE, THIS IS NOT THE STRENGTH OF THE SQUAD. MAKE QUICK DECISIONS WHEN THROWING THE BALL. CONCENTRATE ON RUNNING SHORTER PASS ROUTES AND QUICKER DROP-BACKS TO AVOID SACKS. GREEN IS NOT AN EXPLOSIVE BACK AND IS MORE EFFECTIVE RUNNING UP THE GUT AS OPPOSED TO THE OUTSIDE. ON DEFENSE, MILLER WILL MAKE PLAYS ON THE LEFT SIDE OF THE FIELD, RUDD ON THE RIGHT. CHEAT A SAFETY TO HELP HOLMES IN THE MIDDLE.

2001 RECAP

NFL Team Rankings

Scoring:	24th
Pass Offense:	28th
Rushing Offense:	31st
Pass Defense:	11th
Rushing Defense:	30th
Turnovers:	8th

BROWNS INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Tim Couch	454	272	59.9	3,040	17	21	4.6	51	73.1
Kelly Holcomb	12	7	58.3	114	1	0	0	0	118.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
James Jackson	195	554	2.8	2	1	22
Jamel White	126	443	3.5	5	1	51

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Kevin Johnson	84	1,097	13.1	9
Jamel White	44	418	9.5	1
Quincy Morgan	30	432	14.4	2

defensive leaders

Tackles: Jamir Miller, 91

Sacks: Jamir Miller, 13

Interceptions: Anthony Henry, 10

KEY PLAYS BROWNS

Running ►►► Form Twin TE-HB Blast



Stopping the HB Blast
It's difficult to attack a twin tight end offense from the outside, so pinch the middle, overpower the center and guard, and push from the inside out. The 4-3 Whip Man works well if you flip the play to slant toward the strong side. If you get caught on the wrong side after your defense sets up, use a line audible to shift toward the strong side. The flow may not be perfect, but the shift improves your positioning.

The Browns like using two tight ends on the same side of the field, and this suits the halfback. On the HB Blast, take advantage of the substantial push up front by running behind the blocking back, then sliding out to the left. However, this is not a sweep, so do not bounce outside where you must rely solely on the halfback's speed. Instead, stay between the tackle and tight ends and pick your way through the big bodies for tough but consistent yardage.

Strong I Normal-Quick Toss



Running to the outside is not the strength of the Browns' running game, but this play establishes a good blocking flow ahead of the ball carrier, and with timely cutbacks, you can pick up substantial gains.

Stopping the Quick Toss

Although it's tempting to use a 3-4 to add a linebacker to the pursuit, stay with a 4-3 when the offense includes a tight end. The 4-3 Under Man is a well-balanced alignment that keeps the linebackers close to the line in man defense, where they can move quickly to the outside and disrupt the blocking.



Passing ►►► Shotgun Normal Offset Wk-WR Drag



Stopping the WR Drag

The 3-4 Man Lock applies pressure from the outside and up the middle from the two right side linebackers, while the two remaining linebackers patrol the middle of the field where short drag routes must pass. This defense gets excellent push over the center, causing frequent deflections and hurried passes.

This is a textbook possession pass that nets 5-8 yards even against a tight man defense. If you call this play on 3rd and long and the defense is blitzing, Kevin Johnson has the speed and moves to go the distance from anywhere on the field. Before you sling the ball to Johnson, look at the coverage on Andre Davis, the left slot receiver. He has speed to burn, and if he draws single coverage, let it fly for 6 points.

Shotgun 4WR-Slot Out



This play uses the speedy Kevin Johnson as a decoy, sending him on a streak route while Jajuan Dawson, the right slot receiver, runs a deep slant to the sideline. This route splits the coverage, so timing is critical. Air it out when the receiver begins his break to the sideline.

Stopping the Slot Out

With two wide receivers on either side of the field, you need a Nickel or Dime package with pass coverage that forces the receivers toward the sidelines. The Dime Over 2 blankets the sidelines, especially the deep routes. This formation shuts down the sideline slant; however, be aware that the middle is fair game. An alert quarterback will recognize the coverage and audible, or dump off the ball to Green coming out of the backfield on the right.



Defending the Run ►►► 4-3 Storm Blitz



Beating the 4-3 Storm Blitz

Against most defenses, you can run to the weak side against the Storm Blitz and usually find success. But thanks to right end Courtney Brown, this is not a viable option when you face Cleveland. Line up in a run set with one or two tight ends, then look for the tight end on a short drag route across the middle.

The Browns have one of the best linebacker trios in the NFL, led by Jamir Miller on the left and Robert Holmes in the middle. The Storm Blitz makes a shambles out of the running game, and all you need to do is call it once on every series. Knowing it's coming is enough to inspire the offense to take a knee on third down. The strong safety (Robert Griffith is outstanding against the run) and right outside linebacker blitz up the gut, while the middle linebacker and left outside linebacker hang around for the leftovers. This alignment seems to reveal a gap on the left side of the defense, but as the pictures show, it is short-lived.



Defending the Pass ►►► Nickel Man Zone



Beating the Nickel Man Zone

This is a near-perfect pass defense for the Browns' personnel, and it has few weaknesses. Run 6-10-yard routes to the tight end or to the halfback coming out of the backfield, like in the Weak I-Short Cross.

This formation uses a combination of man and zone defenses to blanket the field; it provides excellent coverage on deep sideline routes. Despite using only a four-man rush, the Cleveland line is strong enough to chase the opposing quarterback from the pocket. With two linebackers in the middle of the field, it is even difficult to complete a short drag or slant pattern.



Home Field: Raymond James
Stadium®

Location: Tampa, Florida
Type: Open

Capacity: 66,321
Surface: Grass

★ STAR PLAYERS

#19 Keyshawn Johnson
Wide Receiver

KEY ATTRIBUTES

SPEED: 88 **CATCHING:** 95

ACCELERATION: 88 **AWARENESS:** 92

THE TOP OVERALL PICK IN THE 1996 DRAFT, KEYSHAWN JOHNSON FROM USC LED THE NFC WITH A CAREER-HIGH 106 RECESSIONS IN 2001. JOHNSON DOESN'T HAVE BLINDING SPEED, BUT HE RUNS PRECISE ROUTES, KNOWS HOW TO GET OPEN, HAS OUTSTANDING HANDS, AND IS A THREAT TO DOMINATE A GAME. STANDING 6'4" AND WEIGHING 212 POUNDS, HE IS A TOUGH MATCH-UP FOR SMALLER CORNERS AND DEMANDS A DOUBLE TEAM. LOOK FOR KEYSHAWN TO EASILY SURPASS HIS 2001 TOUCHDOWN TOTAL (1).

#99 Warren Sapp
Tackle

KEY ATTRIBUTES

SPEED: 61 **TACKLING:** 94

STRENGTH: 92 **AWARENESS:** 93

WARREN SAPP IS THE MOST DOMINANT DEFENSIVE PLAYER IN THE NFL. THE ALL-PRO TACKLE RETURNS FOR AN EIGHT SEASON WITH THE BUCS TO ANCHOR ONE OF THE LEAGUE'S BEST DEFENSIVE LINES. HE HAS BEEN SELECTED TO FIVE CONSECUTIVE PRO BOWLS. NO OTHER 300-POUNDER CAN MATCH THE SPEED OF SAPP, WHO VICTIMIZES OPPONENT OFFENSIVE LINES ON HIS WAY TO VICTIMIZE THE QUARTERBACK. THE FORMER ALL-AMERICAN FROM MIAMI HAS AVERAGED MORE THAN NINE SACKS A SEASON DURING HIS SEVEN-YEAR NFL CAREER.

SCOUTING REPORT

WITH NEW COACH JON GRUDEN CALLING THE SHOTS AND NEW FACES ON THE OFFENSE, THE BUCCANEERS FEEL AS IF 2002 IS THEIR YEAR TO SHINE. BRAD JOHNSON IS THE INCUMBENT AT QUARTERBACK AFTER A 9-7 2001, BUT WILL BE PRESSED BY SHAUN KING AND BILLS FREE AGENT ROB JOHNSON (NO RELATION). THE RUNNING GAME WILL HAVE A DIFFERENT LOOK. MICHAEL PITTMAN REPLACES SPEEDSTER AND FAN FAVORITE WARRICK DUNN. GRUDEN FEELS THAT THE FORMER CARDINAL HAS THE VERSATILITY FOR HIS NEWLY DUBBED "GULF COAST" OFFENSE. MIKE ALSTOTT LED THE TEAM IN RUSHING IN 2001, BUT WON'T GET AS MANY CARRIES THIS SEASON. THE PRO BOWLER IS VALUABLE AS A RECEIVER OUT OF THE BACKFIELD, AND HE'S AN EXCELLENT BLOCKER. THE LANDSCAPE OF THE RECEIVING CORE HAS A DIFFERENT LOOK. JOINING THE 6'4" KEYSHAWN JOHNSON WILL BE 6'5" JOE JUREVICIUS, 6'3" ROOKIE MARQUISE WALKER, AND 6'5" TIGHT END KEN DILGER.

THE BUCS' DEFENSE IS THEIR STRENGTH. SIMEON RICE'S FIRST SEASON IN TAMPA WAS A SUCCESS; HE LED THE TEAM WITH 11 SACKS. HE JOINS PRO BOWLERS WARREN SAPP, DERRICK BROOKS, AND RONDE BARBER TO LEAD THE NFC'S BEST DEFENSIVE UNIT. KARL WILLIAMS IS THE TEAM'S ALL-TIME LEADING PUNT RETURNER, BUT SHARES DUTIES WITH ROOKIE AARON LOCKETT FROM KANSAS STATE.

2001 RECAP

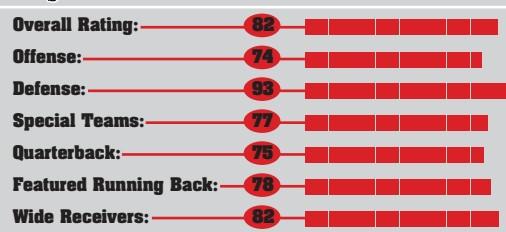
NFL Team Rankings

Scoring:	15th
Pass Offense:	15th
Rushing Offense:	30th
Pass Defense:	6th
Rushing Defense:	12th
Turnovers:	2nd

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	324	280	5-3	4-4	2-2	7-5	4-4

TEAM RATINGS



MEET THE COACH: JON GRUDEN

► NFL HEAD COACHING RECORD: OAKLAND RAIDERS 39-27 (1998-2001)
► PRIOR COACHING EXPERIENCE: OFFENSIVE COORDINATOR, PHILADELPHIA (1995-97); ASSISTANT COACH, GREEN BAY (1992-94)
► COLLEGE PLAYING CAREER: DAYTON (1983-85), QUARTERBACK
► NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
Three	Marquise Walker	WR	Michigan
Four	Travis Stephens	RB	Tennessee
Five	Jermaine Phillips	S	Georgia
Six	John Stamper	DE	South Carolina
Seven	Tim Wansley	DB	Georgia
Seven	Tracey Wistrom	TE	Nebraska
Seven	Aaron Lockett	WR	Kansas State
Seven	Zack Quaccia	C	Stanford

COACHING THE BUCCANEERS: THIS DEFENSE NEVER ALLOWS YOU TO FALL FAR BEHIND. THEY STUFF THE RUN AND PRESSURE THE QUARTERBACK. MIX UP ZONES AND MAN-TO-MAN COVERAGES. THIS CONFUSES THE HURRIED OPPONENT. ON OFFENSE, UTILIZE YOUR SIZE ADVANTAGE AT WIDE RECEIVER AND TIGHT END. YOU DON'T HAVE THE SPEED TO STRETCH DEFENSES, BUT BE CONSERVATIVE, AND YOU WON'T HAVE PROBLEMS MOVING THE BALL. THE LONGER YOU HAVE THE BALL, THE MORE IT FRUSTRATES THE OPPONENT. MARTIN GRAMATICA HAS ONE OF THE LEAGUE'S STRONGEST LEGS. WHEN IN RANGE, GO FOR THE SURE THREE.

TEAM STATS

Category	Buccaneers	Opponents
Total First Downs	298	298
First Downs (rush-pass-by penalty)	84-189-25	86-156-20
Third Down Conversions/Attempts	80/228	78/216
Fourth Down Conversions/Attempts	11/17	4/13
Total Offensive Yards	4,694	4,653
Offense (plays-avg. yards)	1,046-4.5	950-5.9
Total Rushing Yards	1,371	1,702
Rushing (plays-avg. yards)	407-3.4	415-4.1
Total Passing Yards	3,323	2,951
Passing (comp.-att.-int.-avg. per completion)	362-592-12-6.12	273-493-28-6.54
Sacks	42	47
Interceptions>Returns for TD	28/2	12/0
Field Goals Made/Attempts	28/35	25/29
Touchdowns	34	29
Touchdowns (rush-pass-returns-defensive)	17-13-1-2	8-20-1-0
Time of Possession	31:40	28:20


INDIVIDUAL LEADERS
quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Brad Johnson	559	340	60.8	3,406	13	11	2.0	44	77.7
Shaun King	31	21	67.7	210	0	0	3.2	3	73.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Mike Alstott	165	680	4.1	10	2	39
Warrick Dunn	158	447	2.8	3	2	21

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Keyshawn Johnson	106	1,266	11.9	1
Warrick Dunn	68	557	8.2	3
Jacquez Green	36	402	11.2	1

defensive leaders

Tackles: Derrick Brooks, 79

Sacks: Simeon Rice, 11

Interceptions: Ronde Barber, 10

KEY PLAYS**Running ►►► Form Big-HB Blast****Stopping the HB Blast**

Kenyatta Walker and Kerry Jenkins present opposing defenses with 600 pounds of push on the left side, so to stop them, go around, rather than head on. The 4-3 Fire Man blitzes both outside linebackers, with the right outside linebacker taking a tight path around the right side. The pressure is enough to collapse the blocking from the side, although you must pursue quickly, or Pittman will be through the hole before you can penetrate.

To get maximum productivity out of Michael Pittman, run behind the left side of the Bucs' offensive line. The HB Blast opens holes, even against a good run defense. Pittman has the speed and agility to get through the line quickly. Wait until the last second to make that first cut, then hit the secondary at full speed.

Strong I Normal-FB Dive**Stopping the FB Dive**

If the offense is gaining big chunks with quick-hitting plays to the fullback, back off the blitz and focus on the box. Use the 46 Man Lock to stand up the fullback as he hits the line.

Run effectively with either Cook or Alstott at fullback. This play is an excellent call against an aggressive defense. Tuck in behind the right guard and burst through the hole (resist the urge to juke until you clear the line).

Passing ►►► Singleback Big Twin WR-Strong Flood

This play includes three routes of varying lengths, all down the left sideline. Resist the urge to go deep to the wideout McCardell, and look instead for the tight end Battaglia, whose slant pattern gets lost in the coverage as the cornerback comes up to challenge the slot receiver, Keyshawn Johnson. You'll be amazed at how wide open the tight end is against most defenses (even Nickel packages). If Battaglia draws a crowd, look short for Johnson, who turns around in front of the cornerback.



Stopping the Strong Flood (CONTINUED FROM PG. 47)

The Tampa Bay receivers do not possess blazing speed, so stick with man defenses for better coverage in the short and medium zones. The Nickel Man Lock provides good coverage across the field, and even Battaglia is likely to draw a crowd. The tight end is also more likely to get bumped at the line, which increases your chances of shutting down this play.

Shotgun 5WR-WR Comebacks



Stopping the WR Comebacks

You need bumping at the line and three quick linebackers to cover this many short routes. The Dime Cover 2 Pinch makes excellent use of the linebackers, while the corners play up tight to the line to slow the far receivers on either side.

Without a blocking back, this play requires a shallow drop and quick release. Fortunately, all of the routes are crisp comebacks that give the quarterback a choice of four targets within 10 yards of the line of scrimmage. There is one deep route, but unless the defense abandons the pass rush, you won't have time to use it. We ran this play in practice against various blitzes, and each time we were able to hit Joe Jurevicius (middle receiver on the left). However, it takes nerves of steel to take the snap, step up, and fire. If the pass rush comes from the left or up the middle, look for Michael Pittman running a shorter version from the right slot.



Defending the Run ►►► 4-3 Man QB Spy



Stopping the Slant Corner

If you have blazing speed at halfback, run a Toss Sweep and hope for some downfield blocking from your receivers. But you'll need to turn the corner quickly, which is difficult against the Tampa Bay linebackers.

Thanks to tackles Warren Sapp and Anthony McFarland, running against the Buccaneers is an exercise in frustration. In support of the tackles, the 4-3 Man QB Spy keeps all three linebackers and both cornerbacks within striking distance of running plays up the middle or to either side. Forget about running to the weak side with any success, because you must deal with All-Pro right outside linebacker Derrick Brooks, the best in the NFL at his position.



Defending the Pass ►►► Nickel Cover 2 Edge



Beating the Cover 2 Edge

The only seam in the defense is 5–6 yards out, over the middle. Look for a running back or tight end running a drag route, but be careful. If the linebacker stays home, you might throw an easy pick.

Mix together equal parts of zone, man, and a line stunt, and you have the Cover 2 Edge, a versatile formation that takes advantage of Tampa Bay's athletic defense. The formation's only weakness is that the linebackers drop too deep, leaving the middle of the field open for the tight end or running back. Counter this problem by taking control of the left outside linebacker and dropping no more than five yards off the line.



ARIZONA CARDINALS

Home Field: Sun Devil™ Stadium
Location: Tempe, Arizona

Type: Open
Capacity: 73,273

Surface: Grass

★ STAR PLAYERS



David Boston
Wide Receiver

KEY ATTRIBUTES

SPEED: 93**CATCHING:** 90**ACCELERATION:** 95**AWARENESS:** 85

DAVID BOSTON EMERGED IN 2001 AS ONE OF THE LEAGUE'S BEST, DISPLAYING THE SPEED TO BEAT ANYONE IN ANY SECONDARY. BOSTON'S BREAKOUT SEASON INCLUDED 98 RECEPTIONS FOR AN NFL-HIGH 1,598 YARDS, 8 TOUCHDOWNS, AND HIS FIRST TRIP TO THE PRO BOWL. HE HAS BLAZING SPEED, BUT HIS BEST ATTRIBUTE IS THE ABILITY TO STOP ON A DIME. OUT OF OHIO STATE, BOSTON SET THE SINGLE-SEASON BUCKEYE RECORD WITH 85 RECEPTIONS IN 1998.



Kwamie Lassiter
Free Safety

KEY ATTRIBUTES

SPEED: 87**TACKLING:** 73**CATCHING:** 72**AWARENESS:** 86

KWAMIE LASSITER IS A FEARLESS HITTER, PUNISHING THOSE WHO DARE GO OVER THE MIDDLE. ALTHOUGH LISTED AS A FREE SAFETY, HE CAN PLAY ANY POSITION IN THE DEFENSIVE BACKFIELD. LASSITER RECORDED CAREER HIGHS IN 2001 WITH 9 INTERCEPTIONS AND 100 TACKLES. DESPITE A WILLINGNESS TO SACRIFICE HIS BODY FOR THE BIG HIT, HE HAS BEEN A DURABLE PERFORMER, HAVING PLAYED IN 94 CONSECUTIVE GAMES DATING BACK TO THE 1996 SEASON.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	296	242	3-5	4-4	3-1	4-8	2-6

TEAM RATINGS

Overall Rating:	70	██████████
Offense:	74	██████████
Defense:	71	██████████
Special Teams:	84	██████████
Quarterback:	78	██████████
Featured Running Back:	74	██████████
Wide Receivers:	77	██████████

MEET THE COACH: DAVE McGINNIS

- NFL HEAD COACHING RECORD: ARIZONA CARDINALS 8-17 (2000-PRESENT)
- PRIOR COACHING EXPERIENCE: DEFENSIVE COORDINATOR, ARIZONA CARDINALS (1996-00); LINEBACKERS COACH, CHICAGO (1986-95)
- COLLEGE PLAYING CAREER: TCU (1970-72); ACADEMIC ALL-SOUTHWEST CONFERENCE (1971-72), TIED FOR CONFERENCE LEAD WITH 5 INTERCEPTIONS (1971)
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Wendell Bryant	DT	Wisconsin
Two	Levar Fisher	LB	North Carolina State
Three	Josh McCown	QB	Sam Houston State
Three	Dennis Johnson	DE	Kentucky
Four	Nate Dwyer	DT	Kansas
Five	Jason McAddley	WR	Alabama
Six	Josh Scobey	RB	Kansas State
Seven	Mike Banks	TE	Iowa State

SCOUTING REPORT

THE CARDINALS HAVE A LONG WAY TO GO BEFORE FANS AROUND THE LEAGUE WILL THINK OF THEM AS WINNERS, BUT SOME OF THE PIECES FOR FUTURE SUCCESS ARE IN PLACE. DAVID BOSTON LED THE NFL WITH 1,598 YARDS RECEIVING IN 2001. HE CAUGHT 98 BALLS AND SCORED 8 TOUCHDOWNS. QUARTERBACK JAKE PLUMMER HAD THE BEST SEASON OF HIS FIVE-YEAR CAREER, AND WITH BOSTON, FRANK SANDERS, AND FREE AGENT TIGHT END FREDDIE JONES, THE AIR ATTACK WILL GET BETTER. THE SAME CANNOT BE SAID ABOUT THE GROUND GAME. GONE IS MICHAEL PITTMAN, WHICH MEANS THOMAS JONES, A HIGH FIRST-ROUND CHOICE TWO YEARS AGO WHO RAN FOR 380 YARDS IN 2001, INHERITS THE STARTING JOB AT HALFBACK.

THE DEFENSE IS ALSO IN A STATE OF FLUX. THE LINE IS INEXPERIENCED, ALTHOUGH THE TEAM HAS HIGH HOPES FOR SECOND-YEAR MAN KYLE VANDEN BOSCH, WHO THE CARDINALS HOPE WILL DEVELOP INTO A PASS-RUSHING FORCE. THE TRIO OF LINEBACKERS (ROD FREDRICKSON, RON MCKINNON, AND RAY THOMPSON) IS STEADY BUT HARDLY SPECTACULAR. THE SECONDARY IS THE BRIGHT SPOT OF THIS DEFENSIVE UNIT. DUANE STARKS JOINS THE TEAM AFTER FOUR YEARS AND A SUPER BOWL RING IN BALTIMORE, WHILE KWAMIE LASSITER MAKES ALL THE PLAYS FROM HIS FREE SAFETY SPOT.

COACHING THE CARDINALS: YOU'LL NEED TO PUT POINTS ON THE BOARD, BECAUSE YOUR DEFENSE WILL FIND IT DIFFICULT TO STOP THE OPPONENT, IN LARGE PART BECAUSE OF A DEFICIENT PASS RUSH. HOWEVER, STARKS IS A FINE COVER CORNER, ALLOWING YOU TO SHUT DOWN AT LEAST ONE SIDE OF THE FIELD. WHEN YOU HAVE THE FOOTBALL, KEEP THE CLOCK MOVING. THIS MEANS RUNNING THE FOOTBALL. THE AIR ATTACK IS THE STRENGTH OF ARIZONA, SO UTILIZE ALL YOUR WEAPONS. HOWEVER, AS GOOD AS BOSTON IS, DON'T OVERUSE HIM. GIVE SANDERS THE BALL AND KEEP JONES INVOLVED. THIS MASKS YOUR INEXPERIENCED RUNNING ATTACK.

TEAM STATS

Category	Cards	Opponents
Total First Downs	277	319
First Downs (rush-pass-by penalty)	77-177-23	124-179-16
Third Down Conversions/Attempts	57/196	84/220
Fourth Down Conversions/Attempts	10/20	12/24
Total Offensive Yards	4,898	5,685
Offense (plays-avg. yards)	955-5.1	1,071-5.3
Total Rushing Yards	1,449	2,087
Rushing (plays-avg. yards)	400-3.6	496-4.2
Total Passing Yards	3,449	3,598
Passing (comp.-att.-int.-avg. per completion)	304-526-14-6.94	337-556-17-6.70
Sacks	19	29
Interceptions/Returns for TD	17/3	14/1
Field Goals Made/Attempts	21/26	23/32
Touchdowns	33	39
Touchdowns (rush-pass-returns-defensive)	10-18-1-5	10-26-0-2
Time of Possession	27:45	32:15

2001 RECAP

NFL Team Rankings

Scoring:	19th
Pass Offense:	13th
Rushing Offense:	27th
Pass Defense:	26th
Rushing Defense:	24th
Turnovers:	20th



INDIVIDUAL LEADERS quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jake Plummer	525	304	57.9	3,653	18	14	2.7	29	79.6
running backs									
PLAYER	RUSHES	YARDS	PER CARRY		TD	FUMBLES	LONG		
Michael Pittman	241	846	3.5		5	4	42		
Thomas Jones	112	380	3.4		5	2	21		
receivers									
PLAYER	REC	YARDS	YDS PER CATCH		TD				
David Boston	98	1,598	16.3			8			
Michael Pittman	42	264	6.3			0			
Frank Sanders	41	618	15.1			2			

defensive leaders

Tackles: Ronald McKinnon, 98

Sacks: Rob Fredrickson, 4

Interceptions: Kwamie Lassiter, 9

KEY PLAYS

Running ►►► HB Belly Strong



Stopping the HB Belly Strong

A 4-3 is required against this tight end set, and it doesn't hurt to have a slashing linebacker in the mix. The 4-3 Whip Man sends two linebackers firing into the gaps as the entire defensive line slants to the strong side. This creates a mismatch for the offensive line, giving the linebacker a clear path to the backfield.

The Cardinals' best run blockers are at the guard positions, with Davis on the right and Kendall on the left. The HB Belly Strong has a quick fake to the left before boring into the line behind the right guard. Although this play is designed to stay in the center of the field, the "big" set can seal off the linebackers, presenting opportunities to bounce outside. However, you should first look for the hole inside, especially if the defensive line is spread out.

I Form Twin WR-HB Lead Toss



Stopping the HB Lead Toss

The defense can shut down this play with a weak-side attack, especially if the cornerback and/or outside linebacker come hard on a blitz. The fullback cannot stop the flow by himself, and the wide receivers are out of position to pick up the blitz. The 46 Outside Blitz will provide consistent penetration, especially if you audible the defensive line to split wide, giving the right end a clear shot at the ball carrier.

This play is successful if you alternate it with more traditional strong-side runs. With the fullback leading the way, the two wide receivers block downfield, and if they hold the defenders for a second or two, you have time to turn the corner. Follow the fullback and use him to shield the ball carrier from the inside pursuit. Do not overuse this play, or the defense will load up the weak side and stop the halfback for big losses.

Passing ►►► Singleback Twin TE-Safety Bait



Stopping the Safety Bait

Active linebackers and a cornerback playing tight man defense are needed to stop this play. The Cover 2 QB Spy provides both, and it does a good job of containing a slippery quarterback like Plummer. A shift to the strong side puts more pressure on Jones, and keeps him on the line for the duration of the play.

Opposing defenses must be aware of David Boston and Frank Sanders on every passing down, but the addition of Freddie Jones at tight end gives the Cardinals a third potent weapon. The Safety Bait sends Jones out to the right on a slight angle, and although it is a simple 5-yard pass, the big tight end has excellent running skills; with a quick move, you can turn this pass into a 10-yard gain, especially if the linebackers are blitzing. However, keep in mind Jones may stay home and block before sliding out toward the sidelines, so be prepared to scramble away from the pass rush, something that quarterback Jake Plummer does with ease.

Shotgun 4WR-FL Fly



Stopping the FL Fly

To defend Boston, double up on the wide receivers, either with a combination zone/man defense, or a specialized man defense like the Dime Double Wide. Your goal is to get man coverage on Boston early, then one or two defensive backs drifting over to help out at the end of the route.

David Boston is one of the best wide receivers in the NFL. He has size, speed, and great hands, so send him deep, where he can overwhelm single or double coverage. The FL Fly is an exciting deep route that doesn't do anything fancy. Let it fly and watch the big guy go up and get it. If you come up against a four deep zone where the secondary collapses against Boston, look for the slot receiver running a deep slant over the middle.

Defending the Run ►►► 4-3 Under Man



Beating the 4-3 Under Man

Speed to the outside is the best way to beat the 4-3 Under Man. The Cardinals' pursuit speed is average at best, so a quick toss or off-tackle play that bounces outside produces big yardage.

The best defensive player on the team is in the secondary, so use a conservative, well-balanced run defense to stop (or slow) your opponents' running attack. The 4-3 Under Man stands its ground against a big offensive set; the interior linemen pinch toward the center, and the ends attack wide. Although this creates gaps on either side, the linebackers fill them nicely, providing maximum coverage across the line.

Defending the Pass ►►► Nickel Double Slot



Beating the Nickel Double Slot

The best calls against the Double Slot are 10-15-yard slants to either side. The I Form Quick Slant is troublesome because it includes a crossing pattern that confuses the coverage.

Except for Kwamie Lassiter, the Cardinals' secondary is average, so double up. The Double Slot does a good job patrolling between the hash marks, but sideline patterns are trouble. Watch the quarterback closely and switch to the defender nearest the ball if the pass goes to either sideline. Left to their own devices, the Arizona defenders will have a tough time catching up to the ball, so be a "hands-on" coach.



SAN DIEGO CHARGERS

Home Field: Home Field:
Qualcomm Stadium™

Location: San Diego, California
Type: Open

Capacity: 71,500
Surface: Grass

★ STAR PLAYERS

#21 LaDainian Tomlinson
Halfback

KEY ATTRIBUTES

SPEED: 91 **BREAKING TACKLES:** 86
AGILITY: 92 **AWARNESS:** 70

THE EXPECTATIONS WERE HIGH FOR LADAINIAN TOMLINSON'S ROOKIE SEASON, AND THE FIRST YEAR BACK DID NOT DISAPPOINT. THE ALL-AMERICAN FROM TCU BURST ONTO THE SCENE IN STYLE, RUNNING FOR 1,236 YARDS AND SCORING 10 TOUCHDOWNS. HIS 1,603 TOTAL YARDS SET THE FRANCHISE MARK. HE CAN RUN BETWEEN THE TACKLES AND HAS THE POWER TO SHED DEFENDERS OR TURN ON THE JETS AND RACE AROUND THE CORNER. THE CHARGERS HAVE AN IMPROVED OFFENSIVE LINE, WHICH RESULTS IN BETTER NUMBERS FOR THE SECOND-YEAR PRO.

#55 Junior Seau
Linebacker

KEY ATTRIBUTES

SPEED: 62 **TACKLING:** 91
STRENGTH: 91 **AWARNESS:** 86

JUNIOR SEAU IS ONE OF THE BEST LINEBACKERS IN NFL HISTORY AND HAS BEEN THE EMOTIONAL LEADER OF THE CHARGER DEFENSE FOR THE PAST 12 SEASONS. HE HAS THE ABILITY TO SHED BLOCKERS IN PURSUIT OF THE FOOTBALL. OUT OF USC, SEAU PLAYED IN HIS 11TH STRAIGHT PRO BOWL FOLLOWING THE 2001 SEASON. A MEMBER OF THE 1990'S ALL-DECADE TEAM, SEAU CONTINUES TO ASSAULT THE OPPONENT WITH HIS AGGRESSIVE, SIDELINE-TO-SIDELINE STYLE. HE LOVES TO PATROL THE LINE LOOKING FOR A GAP TO SHOOT.

✓ SCOUTING REPORT

THE CHARGERS BEGIN 2002 WITH THEIR FOURTH HEAD COACH SINCE 1996. MARTY SCHOTTENHEIMER LOOKS TO RECHARGE ONE OF THE LEAGUE'S MOST INEPT FRANCHISES. ALTHOUGH SAN DIEGO HAS NOT POSTED A WINNING RECORD OR MADE THE PLAYOFFS FOR SIX SEASONS, THE FOUNDATION IS IN PLACE FOR A TURNAROUND. LADAINIAN TOMLINSON HAD A TREMENDOUS ROOKIE CAMPAIGN, SCORING 10 TOUCHDOWNS AND RAMBLING FOR OVER 1,200 YARDS. CORY RAYMER IS ONE OF THREE NEW FACES ON AN OFFENSIVE LINE THAT HOPES TO IMPROVE FROM 2001, WHEN THE UNIT COULDN'T SUSTAIN BLOCKS IN THE RED ZONE OR IN SHORT-YARDAGE SITUATIONS. DOUG FLUTIE WILL START AT QUARTERBACK, BUT DREW BREES IS READY TO CHALLENGE FOR THE STARTING ROLE. CURTIS CONWAY AND TIM DWIGHT ARE THE STARTING RECEIVERS. CONWAY IS COMING OFF HIS FIRST 1,000-YARD RECEIVING SEASON SINCE 1996, WHILE DWIGHT, WHO HAS BLAZING SPEED AND IS A FORCE ON PUNT RETURN, MUST PROVE HIMSELF AS A NUMBER-TWO RECEIVER.

ON DEFENSE, THE CHARGERS KNOW HOW TO GET TO THE QUARTERBACK. ENDS MARCELLUS WILEY AND RAYLEE JOHNSON COMBINED FOR 22.5 SACKS IN 2001, BUT THE MIDDLE OF THE LINE WASN'T AS CONSISTENT. JAMAL WILLIAMS AND FREE AGENT JASON FISH WILL LOOK TO BRING COHESION TO THE FRONT FOUR. ALL-PRO JUNIOR SEAU, JOINED BY FREE AGENT DONNIE EDWARDS, PROVIDE GREAT RANGE AND ENERGETIC PLAY AT THE OUTSIDE LINEBACKER SPOTS. RODNEY HARRISON AND RYAN MCNEIL BOTH PLAYED IN THE PRO BOWL A YEAR AGO, AND THE SECONDARY LOOKS BETTER THIS SEASON WITH THE DRAFTING OF QUENTIN JAMMER FROM TEXAS.

2001 RECAP

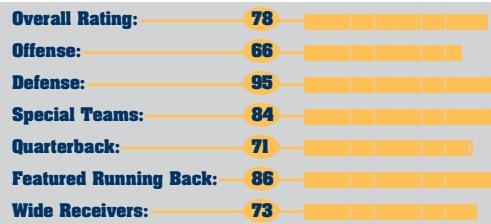
NFL Team Rankings

Scoring:	14th
Pass Offense:	10th
Rushing Offense:	19th
Pass Defense:	20th
Rushing Defense:	7th
Turnovers:	13th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	332	321	4-4	1-7	3-9	2-2	1-7

TEAM RATINGS



MEET THE COACH:

MARTY SCHOTTENHEIMER

► NFL HEAD COACHING RECORD: WASHINGTON REDSKINS 8-8 (2001); KANSAS CITY CHIEFS 108-67-1 (1989-98); CLEVELAND BROWNS 46-31 (1984-88)
► PRIOR COACHING EXPERIENCE: DEFENSIVE COORDINATOR, CLEVELAND (1980-84); LINEBACKERS COACH, DETROIT (1978-79)
► COLLEGE PLAYING CAREER: PITTSBURGH (1961-64); ALL-AMERICA LINEBACKER
► NFL PLAYING CAREER: LINEBACKER-BUFFALO BILLS 1965-68; BOSTON PATRIOTS 1969-70; PITTSBURGH STEELERS 1971

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Quentin Jammer	CB	Texas
Two	Toniu Fonoti	G	Nebraska
Two	Reche Caldwell	WR	Florida
Three	Ben Leber	LB	Kansas State
Four	Justin Peele	TE	Oregon
Five	Terry Charles	WR	Portland State
Six	Matt Anderle	T	Minnesota
Seven	Seth Buford	QB	Cal Poly SLO

COACHING THE CHARGERS: ON PAPER, THIS SQUAD DOESN'T LOOK BAD. TOMLINSON IS A FORCE RUNNING THE BALL, BUT ALSO USE HIM ON SCREEN PLAYS. DESPITE HIS AGE, FLUTIE IS MOBILE, SO RUN IF THE POCKET IS COLLAPSING. HAVE SOME FUN WITH THESE GUYS ON DEFENSE. THE SECONDARY IS GOOD ENOUGH TO HANDLE SINGLE COVERAGE, FREEING UP THE SAFETIES TO BLITZ OR JAM THE LINE. WITH RELIABLE MIDDLE LINEBACKER ORLANDO HUFF STAYING IN THE CENTER OF THE FIELD, SEAU AND EDWARDS BOTH HAVE THE SPEED TO ROAM AND MAKE PLAYS ON THE PERIMETERS.

TEAM STATS

Category	Chargers	Opponents
Total First Downs	290	290
First Downs (rush-pass-by penalty)	92-177-21	99-166-25
Third Down Conversions/Attempts	79/221	84/224
Fourth Down Conversions/Attempts	3/4	7/12
Total Offensive Yards	5,200	4,904
Offense (plays-avg. yards)	1,010-5.1	1,025-4.8
Total Rushing Yards	1,695	1,504
Rushing (plays-avg. yards)	435-3.9	449-3.3
Total Passing Yards	3,505	3,400
Passing (comp.-att.-int.-avg. per completion)	309-548-18-6.72	317-535-19-6.76
Sacks	41	27
Interceptions/Returns for TD	19/1	18/0
Field Goals Made/Attempts	30/43	26/35
Touchdowns	35	35
Touchdowns (rush-pass-returns-defensive)	13-16-1-3	10/24/2/1
Time of Possession	30:15	29:45



INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Doug Flutie	521	294	56.4	3,564	15	18	3.5	25	72.0
Drew Brees	27	15	55.6	221	1	0	0	2	94.8

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
LaDainian Tomlinson	339	1,236	3.6	10	5	54
Doug Flutie	53	192	3.6	1	5	16

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Curtis Conway	71	1,125	15.8	6
LaDainian Tomlinson	59	367	6.2	0
Jeff Graham	52	811	15.6	5

defensive leaders

Tackles: Rodney Harrison, 90

Sacks: Marcellus Wiley, 13

Interceptions: Ryan McNeil, 8

TEAMS



KEY PLAYS

Running ►►► I Form Normal-Off Tackle



LaDainian Tomlinson has the size and moves to start a play inside, then work it for extra yards, leaving would-be tacklers on the ground. The Off Tackle play works best when you cut quickly to the outside, staying close to the tight end, then slashing back to the inside. Take advantage of Tomlinson's quick feet to make linebackers miss the mark as you "bolt" into the secondary.

Stopping the Off Tackle

Stopping Tomlinson depends on how well you break down the blocking up front early in the play. The 4-3 Fire Man throws six men into the box, including two blitzing linebackers and an outside stunt by the left end. This move to the outside gives you a first step to the outside in case Tomlinson heads for the sideline.

Singleback Big-HB Power



With one back and two tight ends, the defense must gamble on one side; when it guesses wrong, break this play for big yardage, especially if the wide receivers hold their blocks downfield. The right tackle pulls out in front of the play, so don't outrun the blocking by too quickly turning the corner. Watch out for a last-second defensive switch that places the left end or left outside linebacker outside of the tight end. If this happens, look for a cutback instead of continuing toward the sideline.

Stopping the HB Power

Stopping this play depends on guessing the right side. No matter which side you choose, don't pinch the defensive line. Spread out the line matchups and bring the cornerbacks and outside linebackers up close. The 4-3 Under Man, Man QB Spy, or Double TE are good choices.



Passing ►►► Strong I Normal-PA Flood



The Chargers' strong running game sets the stage for successful play-action passes. The PA Flood takes advantage of newly arrived Stephen Alexander, who has above-average speed for a tight end. Take a three-step drop, then step up into the pocket to fire the ball toward the sideline. Without the tight end for pass blocking, the pressure comes from the outside, so stay in the pocket. Time the pass to hit Alexander as he races past the linebacker. Conway's streak route draws coverage, so you have plenty of room on the sideline.

Stopping the PA Flood (CONTINUED FROM PG. 54)

You need help from the linebackers on this play, but make sure at least two of them are in zone coverage. If they begin the play up tight, there is a greater chance they will bite on the run fake. We like the 4-3 Sky because the strong safety comes up hard to take on the tight end while the left outside linebacker blitzes. With the tight end downfield, this formation provides a perfect combination of pressure and coverage.

Singleback Slot Strong-Double Hook



Stopping the Double Hook

Thanks to the left outside linebacker drifting toward the sideline, the 4-3 Lightning places three defenders within 15 yards of the line of scrimmage. This shrinks the window of opportunity for the quarterback and increases your chances of stealing the ball.

This play showcases rookie wide receiver Reche Caldwell, who learned his craft in the explosive Florida Gator passing attack. With Curtis Conway pulling up short on a comeback, most defensive secondaries are slow to respond to Caldwell as he continues downfield. Release the ball as Caldwell breaks toward the sideline. Timing is critical, because if you are a split-second late, the receiver draws double or triple coverage.



Defending the Run ►►► 4-3 Thunder



Beating the 4-3 Thunder

To gain yards against the 4-3 Thunder, exploit the stunt on the right side of the defense, which opens a gap in front of your left guard. Try the Singleback Counter Weak to attack this gap. Hit the hole straight and fast, and don't juke until you get past the linebackers.

The addition of Donnie Edwards, along with Junior Seau, gives the Chargers two of the most athletic outside linebackers in the NFL. They are at their best pursuing the ball carrier between the hash mark and sideline on either side of the field, so the 4-3 Thunder is a good choice for shutting down the outside run. If the play turns inside, middle linebacker Orland Ruff is a capable run stopper, and Seau and Edwards are never far from the play.



Defending the Pass ►►► 4-3 SS Blitz



Beating the 4-3 SS Blitz

As good as Rodney Harrison is, he still needs time to get around the blocks and into the quarterback's face. When playing the Chargers, load the backfield with one or even two backs, but make sure at least one of them has a pass route. The Strong I Normal-FB Middle is an excellent choice. If the linebacker fails to pick up the fullback coming out of the backfield, you can connect over the middle. Meanwhile, if your offensive line or halfback pick up the blitz, you might have time to connect with the wide receiver streaking down the sideline (where Harrison used to be).

Rodney Harrison is one of the most dominant strong safeties in the NFL, so aggressively use him. This formation masks the blitz by dropping two linebackers into pass coverage while the remaining defensive backs drop into deep zones. Use this play on 3rd and long to apply pressure and force the quarterback to dump off the ball short of the 1st-down marker.



KANSAS CITY CHIEFS

Home Field: Arrowhead Stadium™
Location: Kansas City, Missouri

Type: Open
Capacity: 79,541

Surface: Grass

★ STAR PLAYERS

#88	Tony Gonzalez Tight End
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KEY ATTRIBUTES

SPEED: 77	RUN BLOCKING: 61
CATCHING: 88	AWARENESS: 90

SINCE ARRIVING IN THE NFL FROM THE UNIVERSITY OF CALIFORNIA, TONY GONZALEZ HAS DEVELOPED INTO THE LEAGUE'S BEST TIGHT END. HE EARNED A THIRD PRO BOWL INVITATION AFTER TALLYING 73 CATCHES FOR 917 YARDS AND 6 SCORES DURING THE 2001 CAMPAIGN. AN EFFECTIVE BLOCKER WHO WILL GO OVER THE MIDDLE FOR A BALL, GONZALEZ PUNISHES THOSE TRYING TO TACKLE HIM, OFTEN CARRYING MULTIPLE DEFENDERS BEFORE BEING BROUGHT TO THE GROUND. HE PLAYED BASKETBALL AT CAL AND HARBORS ASPIRATIONS OF AN NBA CAREER.

#98	Eric Hicks Defensive End
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KEY ATTRIBUTES

SPEED: 67	TACKLING: 82
STRENGTH: 82	AWARENESS: 76

ERIC HICKS POSSESSES THE LETHAL COMBINATION OF SPEED, POWER, AND AGILITY, AND HE CONTINUES TO ADD NEW MOVES AND TECHNIQUES TO HIS PASS-RUSHING REPERTOIRE. AFTER COMING TO THE CHIEFS AS AN OBSCURE AND UNDERSIZED ROOKIE FREE AGENT FROM MARYLAND, ERIC HAS ENJOYED A REMARKABLE RISE TO HIS PRESENT STATUS AS ONE OF THE LEAGUE'S MOST PROMISING YOUNG PASS RUSHERS. HICKS HAD A CAREER-HIGH 14 SACKS IN 2000.

✓ SCOUTING REPORT

FOR SUCCESS IN 2002, THE CHIEFS NEED A BETTER EFFORT FROM QUARTERBACK TRENT GREEN. WHILE SHOWING FLASHES OF BRILLIANCE, GREEN WOUND UP LEADING THE NFL WITH 24 INTERCEPTIONS AND COMPLETED 56 PERCENT OF HIS PASSES. A QUARTERBACK CAN ONLY BE AS STRONG AS THE TALENT AROUND HIM, AND THE CHIEFS BELIEVE THEY'VE IMPROVED THEIR PERSONNEL VIA THE DRAFT AND FREE AGENCY. JOHNNIE MORTON JOINS THE CHIEFS AFTER EIGHT SEASONS IN DETROIT. HE'LL TEAM WITH EDDIE KENNISON, MARVIN "SNOOP" MINNIS, AND ALL-PRO TIGHT END TONY GONZALEZ AS GREEN'S PRIMARY TARGETS. LAST YEAR'S ADDITION OF PRIEST HOLMES PROVED TO BE A SUCCESS; THE HALFBACK LED THE NFL IN RUSHING AND TOTAL YARDS FROM SCRIMMAGE. SEVEN-TIME PRO BOWLER WILLIE ROAF COMES TO KANSAS CITY AFTER NINE YEARS WITH THE SAINTS; TEAMED WITH PERENNIAL PRO BOWLER WILL SHIELDS, THEY GIVE THE CHIEFS THEIR BEST OFFENSIVE LINE IN YEARS.

THE DEFENSE WAS THE PROBLEM LAST SEASON. K.C. COULDN'T STOP THE RUN AND WAS DEAD LAST IN THE AFC WITH 31 SACKS. TOP DRAFT CHOICE RYAN SIMS STARTS AT DEFENSIVE TACKLE, WHILE SECOND-ROUND DRAFT CHOICE EDDIE FREEMAN SHOULD SEE PLENTY OF ACTION. MARCUS PATTON ENTERS HIS 13TH NFL SEASON AND IS THE SENIOR MEMBER OF AN OTHERWISE INEXPERIENCED GROUP OF LINEBACKERS. ERIC WARFIELD, WHO LED THE TEAM WITH FOUR INTERCEPTIONS IN HIS FIRST YEAR AS A STARTER, LEADS THE SECONDARY. VETERAN MORTEN ANDERSEN HANDLES THE PLACE-KICKING DUTIES.



TEAM STATS

Category	Chiefs	Opponents
Total First Downs	324	296
First Downs (rush-pass-by penalty)	119-178-27	111-167-18
Third Down Conversions/Attempts	70/195	86/218
Fourth Down Conversions/Attempts	5/16	5/8
Total Offensive Yards	5,673	5,304
Offense (plays-avg. yards)	1,015-5.6	1,003-5.3
Total Rushing Yards	2,008	2,140
Rushing (plays-avg. yards)	448-4.5	481-4.4
Total Passing Yards	3,665	3,164
Passing (comp.-att.-int.-avg. per completion)	300-528-24-7.32	296-491-13-6.93
Sacks	31	39
Interceptions/Returns for TD	13/1	24/1
Field Goals Made/Attempts	27/35	27/34
Touchdowns	34	37
Touchdowns (rush-pass-returns-defensive)	16-17-1-1	15-19-1-1
Time of Possession	29:07	30:53

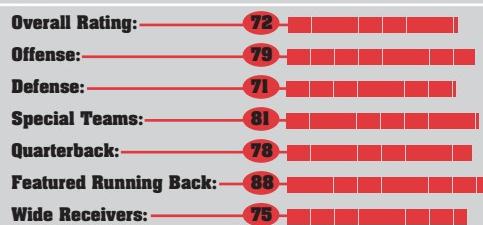


2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	332	321	4-4	1-7	3-9	2-2	1-7



TEAM RATINGS



MEET THE COACH: DICK VERMEIL

- **NFL HEAD COACHING RECORD:** KANSAS CITY CHIEFS 6-10 (2001-PRESENT); ST. LOUIS 22-26 (1997-99); PHILADELPHIA 54-47 (1976-82); NAMED COACH OF THE YEAR AT FOUR COMPETITIVE LEVELS: HIGH SCHOOL, JUNIOR COLLEGE, NCAA DIVISION I, AND NFL
- **PRIOR COACHING EXPERIENCE:** HEAD COACH, UCLA (1975-76)
- **COLLEGE PLAYING CAREER:** SAN JOSE STATE (1956-58)
- **NFL PLAYING CAREER:** N/A



2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Ryan Sims	DT	North Carolina
Two	Eddie Freeman	DT	Alabama-Birmingham
Four	Omar Easy	FB	Penn State
Five	Scott Fujita	LB	California
Seven	Maurice Rodriguez	LB	Fresno State

COACHING THE CHIEFS: HOLMES WAS REFERRED TO AS THE MARSHALL FAULK OF THE AFC BY SEVERAL COACHES WHO FACED HIM LAST SEASON. USE HIM IN THIS FASHION. HE RUNS WELL BETWEEN THE TACKLES OR TO THE OUTSIDE, AND HE'S A GREAT RECEIVER OUT OF THE BACKFIELD. GONZALEZ IS THE BEST AT HIS POSITION. GIVE HIM THE BALL, ESPECIALLY IF THE OPPONENT IS FOOLISH ENOUGH TO TRY TO GUARD HIM WITH A LINEBACKER. WHEN YOU'RE ON DEFENSE, BE CREATIVE WITH YOUR BLITZING BECAUSE OF THE DEFICIENT PASS-RUSH. MIX IT UP BETWEEN THE SAFETIES AND LINEBACKERS.

2001 RECAP

NFL Team Rankings

Scoring:	16th
Pass Offense:	5th
Rushing Offense:	6th
Pass Defense:	14th
Rushing Defense:	28th
Turnovers:	22nd



KC INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Trent Green	523	296	56.6	3,783	17	24	4.6	39	71.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Priest Holmes	327	1,555	4.8	8	2	41
Tony Richardson	66	191	2.9	7	0	19

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Tony Gonzalez	73	917	12.6	6
Priest Holmes	62	614	9.9	2
Marvin Minnis	33	511	15.5	1

defensive leaders

Tackles: Marvus Patton, 98

Sacks: Duane Clemons, 7

Interceptions: Eric Warfield, 4

KEY PLAYS



Running a successful counter play to the weak side is tricky, but for the Chiefs, it is a high-percentage play thanks to All-Pro tackle Willie Roaf. The big left tackle holds his block, so by the time the right guard and fullback pull out to lead the play, Priest Holmes has interference. Cut back and forth behind the blocks for big yardage.

Stopping the HB Counter Weak

Use a spread defensive line and linebackers geared for the run to break up the powerful blocking on this play. The 4-3 Double TE is your best bet; flip the blitzing linebacker to the weak side.

Singleback Slot Strong-HB Pitch



Stopping the HB Pitch

To seal off this outside running play, cheat to the outside with your linebackers. The 4-3 Thunder sends the outside linebackers to both sidelines, where they can arrive ahead of the blocking. The left end slants to the outside, making it more difficult for the tight end to hold his block. Use the 4-3 Lightning for a deeper drop by the linebackers.

This is a great call when you want to spring Holmes to the outside as quickly as possible. The right guard pulls and tucks in behind the tight end, while the slot receiver provides extra insurance. This play has big potential when the slot receiver holds his block and the right side of the offensive line screens out the linebackers. Swing wide and take a sharp angle toward the sideline as you outrun the pursuit.



Passing ►►► Singleback Slot Strong-Twin Outs



Stopping the Twin Outs

You need to rotate the secondary (and at least one linebacker) to the strong side to disrupt the flow of this play. The 4-3 Strong Zone is the ticket, but watch out for short passes over the middle. All of the linebackers take off on this play, so the middle of the short zone is wide open.

When you have the best tight end, you use him often, and this is one of many plays that works to perfection because of Tony Gonzalez. This play is impossible to cover without four defensive backs. Gonzalez runs the deep out, while the slot receiver pulls up short and parallels the tight end's route. The wide receiver adds to the confusion by slanting across both routes. Loft the ball over the linebacker as Gonzalez reaches the sideline (don't fire it in, or you risk an interception). If Gonzalez runs out of room, look for Morton slanting across the middle of the field, but unlike the first pass, put some heat on this one to keep the linebacker from plucking it out of the air.

Singleback Trips-Deep Threats



Stopping the Deep Threats

The Dime Zone Man X is a good choice for defending the deep zone against three speedy receivers. The weak-side rotation is useful against Morton and Gonzalez as they slant toward the sideline.

Tony Gonzalez runs a deep slant from right to left, crossing with the left slot receiver 20 yards downfield. However, both of these receivers are decoys. We like Johnnie Morton, the middle wide receiver on the left. Release the ball as he makes his *second* cut and slants to the sideline. He has room to run, so air it out. This play takes a while to develop, so buy time by drifting out to the right.



Defending the Run ►►► 46 Man Lock



Beating the 46 Man Lock

When you see eight men in the box, audible to a quick slant to either sideline or a drag route over the middle to burn the 46 Man Lock. Run counter plays behind a big set to run effectively against this defense.

Without Donnie Edwards as outside linebacker, sealing off the run will be more challenging for the Chiefs this year. Marvucus Patton anchors the middle, but it takes a group effort to cover the field from sideline to sideline. The 46 Man Lock provides additional coverage with an extra linebacker, enabling you to react efficiently to the inside or outside run. Don't overuse this defense, especially on 2nd down, or an alert quarterback will audible to the pass and rack up big yardage.



Defending the Pass ►►► 4-3 Rush Zone



Beating the 4-3 Rush Zone

If the left tackle joins in the pass rush, you can beat this defense over the middle, but you must slide to either side away from the pressure. Try I Form Short Slants to attack the middle of the field with 5- and 10-yard slants. When the tackle drops back into coverage, the middle becomes clogged, so you are better off with 5-8 yard sideline patterns, like the comeback, hook, and out in Singleback Normal-Double Hitch.

Without a proven pass rush, blitz and stunt to put pressure on opposing quarterbacks, but don't give up too much of your coverage. The 4-3 Rush Zone is a good compromise. There is a lot of movement up front as the right end fans out, making way for the blitzing right outside linebacker. Meanwhile, the middle linebacker blitzes inside a stunt by the right tackle. Even with all of the pressure, the zone pass coverage is balanced and effective. To add additional push up front, take control of the left tackle and force him into the pass rush (if left alone, he drops into pass coverage).



INDIANAPOLIS COLTS

Home Field: RCA Dome
Location: Indianapolis, Indiana

Type: Dome
Capacity: 60,500

Surface: Turf

★ STAR PLAYERS

#88 Marvin Harrison
Wide Receiver

KEY ATTRIBUTES

SPEED: 91 **CATCHING:** 98

ACCELERATION: 94 **AWARENESS:** 96

MARVIN HARRISON IS AMONG THE ELITE RECEIVERS IN THE LEAGUE. THE 2001 SEASON WAS HIS THIRD CONSECUTIVE 100-CATCH SEASON (109 CATCHES FOR 1,524 YARDS AND 15 TDs), EARNING HIM ANOTHER PRO BOWL SELECTION. HE HAS ONE CATCH IN A FRANCHISE-RECORD 92 STRAIGHT GAMES. HARRISON WOWS FANS AND OPPONENTS ALIKE WITH BLAZING SPEED. HE RUNS PRECISE ROUTES, CHANGES DIRECTIONS WELL, AND DISPLAYS AMAZING STRENGTH DESPITE HIS 178-POUND FRAME. HARRISON HOLDS THE RECORD AT SYRACUSE FOR MOST CAREER RECEIVING YARDS.

#52 Mike Peterson
Outside Linebacker

KEY ATTRIBUTES

SPEED: 76 **TACKLING:** 88

STRENGTH: 74 **AWARENESS:** 69

AFTER THREE NFL SEASONS, MIKE PETERSON HAS EARNED THE DISTINCTION AS THE LEADER OF THE COLTS' DEFENSE, NOT TO MENTION RESPECT FROM AROUND THE LEAGUE. OUT OF THE UNIVERSITY OF FLORIDA, PETERSON HAS A REPUTATION FOR MAINTAINING A HIGH LEVEL OF INTENSITY DESPITE THE SITUATION. DOMINANT AGAINST THE RUN, HE HAD A CAREER-HIGH 160 TACKLES IN 2000 AND WAS ON PACE TO DUPLICATE THAT TOTAL BEFORE INJURIES SLOWED HIS PROGRESS IN 2001.

SCOUTING REPORT

THE COLTS CAN SCORE POINTS AGAINST ANY TEAM IN THE LEAGUE. PEYTON MANNING HAD A SUB-PAR 2001 WHEN HIS INTERCEPTION TOTAL SKYROCKETED TO A CAREER HIGH 23, BUT HE IS ON THE FAST TRACK TO CANTON. EDGERRIN JAMES, THE TOTAL PACKAGE HALFBACK WITH THE ABILITY TO RUN, RECEIVE, AND BLOCK, RETURNS AFTER MISSING MOST OF LAST SEASON WITH A KNEE INJURY. DOMINIC RHODES DID A NICE JOB REPLACING JAMES LAST YEAR AND SURPASSING THE 1,000-YARD MILESTONE, AND COACH TONY DUNGY FINDS A WAY TO USE HIM IN 2002. MARVIN HARRISON IS A SUPERSTAR, HAVING CAUGHT 100 PASSES OR MORE IN THREE STRAIGHT SEASONS. HE JOINS NEWLY ACQUIRED QADRY ISMAIL AND TIGHT END MARCUS POLLARD AS MANNING'S MAIN TARGETS.

THE DEFENSE HAS HOLES, AND DUNGY, A DEFENSIVE SPECIALIST, LOOKS TO INFUSE SOME PASSION IN AN OTHERWISE POROUS UNIT.

CHAD BRATZKE, WHO HAS LED THE TEAM IN SACKS THE PAST THREE YEARS, IS A CORE PLAYER FOR DUNGY. LINEBACKER MIKE PETERSON IS ACTIVE IN PATROLLING THE MIDDLE OF THE FIELD, BUT THE SECONDARY IS UNPROVEN, EXCEPT FOR FREE AGENT WALT HARRIS. SPECIAL TEAMS IS ANOTHER INDIANAPOLIS STRENGTH, THANKS TO MIKE VANDERJAGT, ONE OF THE MORE CONSISTENT KICKERS IN THE LEAGUE. HE CONVERTED ON 28 OF 34 FIELD GOALS AND DISPLAYED THE ABILITY TO CONNECT FROM BEYOND 50 YARDS.

2001 RECAP

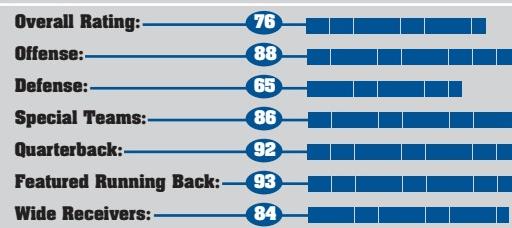
NFL Team Rankings

Scoring:	2nd
Pass Offense:	2nd
Rushing Offense:	7th
Pass Defense:	27th
Rushing Defense:	26th
Turnovers:	28th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	413	486	3-5	3-5	5-7	1-3	3-5

TEAM RATINGS



MEET THE COACH: TONY DUNGY

► **NFL HEAD COACHING RECORD:** INDIANAPOLIS COLTS (BEGINNING 2002); TAMPA BAY BUCCANEERS 56-45 (1996-2001)

► **PRIOR COACHING EXPERIENCE:** DEFENSIVE COORDINATOR, MINNESOTA VIKINGS (1992-95); DEFENSIVE BACKS COACH, KANSAS CITY CHIEFS (1989-91)

► **COLLEGE PLAYING CAREER:** MINNESOTA (1973-76)
► **NFL PLAYING CAREER:** SAFETY-PITTSBURGH STEELERS 1977-78; SAN FRANCISCO 49ERS (1979); NEW YORK GIANTS (1980)

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Dwight Freeney	DE	Syracuse
Two	Larry Tripplett	DT	Washington
Three	Joseph Jefferson	DB	Western Kentucky
Four	David Thornton	LB	North Carolina
Six	David Pugh	DT	Virginia Tech
Six	James Lewis	S	Miami
Six	Brian Allen	RB	Stanford
Seven	Josh Mallard	DE	Georgia

COACHING THE COLTS: THERE'S NO WAY TO STOP THIS OFFENSE. A STEADY DOSE OF JAMES RUNNING THE BALL WILL WEAR DOWN ANY DEFENSE. HARRISON AND ISMAIL CAN GET DEEP AT WILL, AND THE TIGHT END POLLARD IS A DEPENDABLE POSSESSION RECEIVER. DEFENSES HAVE TO KEY ON THE SPEEDY RECEIVERS AND JAMES OUT OF THE BACKFIELD, SO POLLARD USUALLY GOES UP AGAINST A SLOWER LINEBACKER. AS EXPLOSIVE AS YOUR OFFENSE IS, TAKE YOUR TIME AND KEEP THE CLOCK MOVING. THE LESS TIME THE DEFENSE IS ON THE FIELD, THE BETTER. MIX UP YOUR ZONES AND USE THE BLITZ.

TEAM STATS

Category	Colts	Opponents
Total First Downs	343	323
First Downs (rush-pass-by penalty)	110-206-27	108-195-20
Third Down Conversions/Attempts	85/205	90/207
Fourth Down Conversions/Attempts	10/21	7/15
Total Offensive Yards	5,955	5,715
Offense (plays-avg. yards)	1,025-5.8	1,004-5.7
Total Rushing Yards	1,966	2,115
Rushing (plays-avg. yards)	438-4.5	455-4.6
Total Passing Yards	3,989	3,600
Passing (comp.-att.-int.-avg. per completion)	349-557-23-7.59	311-509-15-7.58
Sacks	40	30
Interceptions>Returns for TD	15/1	23/6
Field Goals Made/Attempts	28/34	30/36
Touchdowns	47	57
Touchdowns (rush-pass-returns-defensive)	16-27-1-2	20-30-2-6
Time of Possession	30:32	29:28

INDIVIDUAL LEADERS**quarterbacks**

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Peyton Manning	547	343	62.7	4,131	26	23	4.2	29	84.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Dominic Rhodes	223	1,104	4.7	9	5	77
Edgerrin James	151	662	4.4	3	2	29

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Marvin Harrison	109	1,524	14.0	15
Marcus Pollard	47	739	15.7	8
Ken Dilger	32	343	10.7	1

defensive leaders

Tackles: Rob Morris, 84

Sacks: Chad Bratzke, 8.5

Interceptions: Jeff Burris and David Macklin, 3

KEY PLAYS**Running ►►► Singleback Normal-HB Sprint****Stopping the HB Sprint**

Taking on the left side of the Colts' offensive line head on is an exercise in frustration, so you must slash across the tackles and slip through the blocking. Use the 4-3 Whip Man and flip the play to attack the weak side of the line. Take control of a blitzing linebacker and shoot the gap to stop James in the backfield.

When you have an All-World talent like Edgerrin James at halfback, it hardly seems fair that he runs behind two of the best tackles in the NFL, Tarik Glenn and Adam Meadows. Our inside running play follows left tackle Tarik Glenn, with help from the pulling right guard who seals off the outside pursuit. Ride Glenn's hip until you see daylight, then use James's explosive speed to burst into the secondary.

Singleback Big-HB Pitch**Stopping the HB Pitch**

Show up with enough firepower to break up the tight end and left guard before they seal off the corner. The 46 Man QB Spy positions six linebackers/corner backs across the field, and this is too much for the offensive line to handle. James can ruin your plans by juking all six defenders out of their shoes, so make sure you have him well cornered.

The key block here comes from the pulling left guard, who arrives in time to take out the outside linebacker. If the wide receiver holds his downfield block, you can put 10 yards in the books without breaking a sweat.

Passing ►►► Singleback Big Twin WR-PA FL Stretch

After a play-action fake to Edgerrin James, take a straight drop and look for Marvin Harrison streaking down the left side of the field. Don't be concerned if you see double coverage. Harrison has caught more than 100 passes in three straight seasons; if you keep the ball in the stadium, he'll catch it. If you need to get rid of the ball in a hurry, look for the tight end Pollard running a short out pattern to the right.

Stopping the PA FL Stretch (CONTINUED FROM PG. 59)

You need extra bodies on Marvin Harrison, so don't hesitate to use a Dime formation on 2nd or 3rd down. The Dime Prevent gives you balanced coverage across the field and an extra defensive back on either side. Don't be surprised if Harrison comes up with the ball anyway. His awareness and catching abilities are off the charts, and during our practice sessions, he routinely caught this pass for a touchdown despite four defenders!

Shotgun Normal-Corner Threat



Marcus Pollard is one of the best tight ends in the league. He is too fast for most linebackers, which makes him invaluable on 3rd and long when the defense must also key on the wide receivers. On this play, Pollard drives 5 yards up the field, then drives hard to the outside on a slant. Time your release and lob the ball over the linebacker for a big gain.

Stopping the Corner Threat

To shut down this play, pressure the quarterback, forcing him to release the ball early. The Dime LB Blitz sends the linebacker in the gap between the left end and tackle, while the extra defensive back lines up tight to shadow Pollard when he leaves the line. If you can force the quarterback to throw before Pollard completes his route, the coverage will be tighter.



Defending the Run ►►► 4-3 Cover 2



The once dominant Colts' defense is in a rebuilding mode, so use a wide range of packages to stop the run. The 4-3 Cover 2 provides good lateral pursuit by the linebackers, which is critical to stopping the outside run.

Beating the 4-3 Cover 2

Run quick-hitting plays out of the I Form, like the HB Blast. The addition of a blocking fullback to a big set overwhelms the Cover 2 up the middle.



Defending the Pass ►►► Dime Cover 2 Pinch



Beating the Dime Cover 2 Pinch

Deep out patterns are the best weapons to use against this defense. Avoiding the pass rush is the first goal, and this requires a rollout. But, if you can avoid the rush, your receivers find breathing room on either sideline.

This formation has a little of everything, including bump-and-run by the corners, double teaming the center by the interior linemen, and a looping rush from the ends. The zone coverage does an above-average job of covering the first 20 yards, especially if the pass rush reaches the quarterback. However, the coverage gets thin deep and to the outside.



Home Field: Texas Stadium
Location: Irving, Texas

Type: Partially Open
Capacity: 65,675

Surface: Turf

★ STAR PLAYERS



Larry Allen
Guard

KEY ATTRIBUTES

Run Blocking: 98 **Strength:** 99

Pass Blocking: 92 **Awareness:** 90

THE COWBOYS' SUCCESS RUNNING THE FOOTBALL IS USUALLY ATTRIBUTED TO THE GUY CARRYING THE BALL, BUT FOR THE PAST EIGHT SEASONS, LARRY ALLEN HAS BEEN INSTRUMENTAL IN THE GROUND ATTACK. WITH SEVEN TRIPS TO THE PRO BOWL DURING THOSE EIGHT YEARS, ALLEN IS WIDELY CONSIDERED TO BE ONE OF THE BEST OFFENSIVE LINEMEN IN LEAGUE HISTORY. A 325-POUND BEHEMOTH, ALLEN'S POSITION ON THE LINE IS NEARLY IMPENETRABLE, AND HE HAS OUTSTANDING FOOTWORK. ALLEN PLAYED COLLEGIATE BALL AT TINY SONOMA STATE UNIVERSITY IN NORTHERN CALIFORNIA.



Darren Woodson
Strong Safety

KEY ATTRIBUTES

Speed: 82 **Tackling:** 85

Catching: 63 **Awareness:** 97

FROM ARIZONA STATE UNIVERSITY, DARREN WOODSON HAS PLAYED IN FIVE PRO BOWLS AND COLLECTED THREE SUPER BOWL RINGS WHILE WEARING A COWBOY UNIFORM. A CONVERTED COLLEGE LINEBACKER, WOODSON IS THE COMPLETE NFL PACKAGE AT SAFETY. HE COMBINES SIZE (6'1", 219 POUNDS) AND SPEED (4.4 SECONDS IN THE 40-YARD DASH) WITH GREAT FOOTBALL INSTINCTS AND HITTING ABILITY. KNOWN FOR HIS AGGRESSION AND ALWAYS BEING NEAR THE BALL, WOODSON HAS GREAT QUICKNESS TO THE PLAY.

✓ SCOUTING REPORT

THE GLORY DAYS OF THE '90s ARE LONG GONE, AND EMMITT SMITH IS ONE OF THE FEW REMAINING PLAYERS FROM THE SUPER BOWL TEAMS. HE'S ALSO ONE OF THE FEW PRODUCTIVE PLAYERS ON THIS TEAM. THE FUTURE HALL-OF-FAMER SURPASSED 1,000 YARDS FOR THE 11TH CONSECUTIVE SEASON IN 2001, SETTING THE NFL RECORD. SMITH'S SUCCESS HAS A LOT TO DO WITH THE GUYS HE RUNS BEHIND, INCLUDING PERENNIAL PRO BOWLER LARRY ALLEN AND AN EMERGING FORCE, FLOZELL ADAMS. QUINCY CARTER, AFTER BEING ANOINTED AS THE FUTURE QUARTERBACK WHEN HE WAS DRAFTED LAST YEAR, WILL START AT QB THIS SEASON. CARTER BATTLED INJURIES, BUT HE LED THE COWBOYS TO A 3-3 MARK THE FINAL SIX GAMES OF THE YEAR. JOEY GALLOWAY HAS HAD DIFFICULTIES STAYING HEALTHY, BUT WHEN HE'S ON THE FIELD, HE CAN'T BE COVERED. THE SIX-YEAR PRO MAY BE THE FASTEST PLAYER IN THE NFL. RAGHIB ISMAIL, WHO LED THE TEAM WITH 53 RECEPTIONS A YEAR AGO, IS ALSO A DEFENSE STRETCHER.

THE COWBOYS HAD 24 SACKS LAST SEASON AND HAVEN'T HAD A PASS RUSH IN YEARS. THAT MAY CHANGE. LA'ROI GLOVER JOINS THE TEAM AFTER RECORDING 50 SACKS OVER FIVE SEASONS WITH THE SAINTS. THE ADDITION OF GLOVER WILL TAKE PRESSURE OFF GREG ELLIS, WHO LED THE TEAM WITH SIX SACKS IN 2001. DAT NGUYEN AND DEXTER COAKLEY ARE ON THE VERGE OF STARDOM, AND THE ADDITION OF KEVIN HARDY MAKES THE COWBOYS' LINEBACKER

CREW FORMIDABLE—AND LEGITIMIZES THE DEFENSE. FREE AGENT BRYANT WESTBROOK IS A WELCOME ADDITION TO A SECONDARY THAT BOASTS FIVE-TIME PRO BOWLER DARREN WOODSON AND ROOKIE ROY WILLIAMS.

COACHING THE COWBOYS: DON'T GET INTO SITUATIONS WHERE YOU MUST RELY ON THE PASSING GAME. KEEP IT SIMPLE. GIVE THE BALL TO SMITH AND RUN TO THE LEFT SIDE OF THE LINE, WHERE ALLEN AND ADAMS WILL CLEAR THE WAY. ALTHOUGH GALLOWAY AND ISMAIL ARE DEEP THREATS, THROW THEM THE BALL IN THE FLATS OR ON SHORT OUT PATTERNS SO THEY CAN UTILIZE THEIR SPEED AFTER THE CATCH. ON DEFENSE, YOUR LINEBACKERS GIVE YOU FLEXIBILITY. NGUYEN WILL DOMINATE THE MIDDLE, FREEING HARDY AND COAKLEY TO MAKE PLAYS ON THE PERIMETER OF THE FIELD.

★ TEAM STATS

Category	Cowboys	Opponents
Total First Downs	247	272
First Downs (rush-pass-by penalty)	114-110-23	90-160-22
Third Down Conversions/Attempts	71/215	76/214
Fourth Down Conversions/Attempts	4/16	8/23
Total Offensive Yards	4,402	4,599
Offense (plays-avg. yards)	952-4.6	985-4.7
Total Rushing Yards	2,184	1,710
Rushing (plays-avg. yards)	494-4.5	472-3.6
Total Passing Yards	2,218	2,889
Passing (comp.-att.-int.-avg. per completion)	210-413-20-5.83	287-489-9-6.17
Sacks	24	34
Interceptions/Returns for TD	9/3	20/4
Field Goals Made/Attempts	22/33	27/36
Touchdowns	26	37
Touchdowns (rush-pass-returns-defensive)	8-14-1-3	12-20-0-5
Time of Possession	30:13	29:47

★ 2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
5	11	0	246	338	4-4	1-7	0-4	5-7	4-4

★ TEAM RATINGS

Overall Rating:	76	██████████
Offense:	72	██████████
Defense:	89	███████████
Special Teams:	61	████████
Quarterback:	72	██████████
Featured Running Back:	82	███████████
Wide Receivers:	77	██████████

MEET THE COACH: DAVE CAMPO

* NFL HEAD COACHING RECORD: DALLAS COWBOYS 10-22 (2000-PRESENT)

* PRIOR COACHING EXPERIENCE: DEFENSIVE COORDINATOR, DALLAS (1995-99); SECONDARY COACH, DALLAS (1989-94)

* COLLEGE PLAYING CAREER: CENTRAL CONNECTICUT STATE 1967-70

* NFL PLAYING CAREER: N/A

★ 2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Roy Williams	S	Oklahoma
Two	Andre Gurode	G	Colorado
Two	Antonio Bryant	WR	Pittsburgh
Three	Derek Ross	CB	Ohio State
Four	Jamar Martin	FB	Ohio State
Five	Ralph Hunter	CB	Virginia Union
Six	Tyson Walter	T	Ohio State
Six	Deveren Johnson	WR	Sacred Heart
Six	Bob Slowikowski	TE	Virginia Tech

2001 RECAP

NFL Team Rankings

Scoring:	30th
Pass Offense:	31st
Rushing Offense:	3rd
Pass Defense:	3rd
Rushing Defense:	13th
Turnovers:	24th

★ INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Quincy Carter	176	90	51.1	1,072	5	7	4.0	12	63.0
Anthony Wright	98	48	49.0	529	5	5	5.1	5	61.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Emmitt Smith	261	1,021	3.9	3	1	44
Troy Hambrick	113	579	5.1	2	1	80

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Raghib Ismail	53	834	15.7	2
Joey Galloway	52	699	13.4	3
Jackie Harris	15	141	9.4	2

defensive leaders

Tackles: Dat Nguyen, 90

Sacks: Greg Ellis, 6

Interceptions: Darren Woodson, 3

KEY PLAYS ★

Running ►►► I Form Twin TE-HB Blast



Emmitt Smith is the man with the ball in the Cowboys' backfield, and thanks to the blocking of Larry Allen, his game is productive. With the fullback leading the way between the left guard and tackle, the HB Blast carves out room for Smith. Sealing off the outside pursuit are two tight ends, one in a tight slot position. This is a power run that produces 5 yards, and Smith can dance enough to pick up even more.

Stopping the HB Blast

The right side of your defensive line needs help to handle Larry Allen and two tight ends. The 4-3 Mike Blitz sends the right tackle slanting toward the center while the middle linebacker blitzes into the gap. If you have more talent at outside linebacker than in the middle, call the 4-3 Double Z to attack the tight end and squeeze Smith back toward the center of the field.

I Form Twin TE-HB Lead Toss



Stopping the HB Lead Toss

Although this play calls for the left guard to pull out, you can make him stay at home by using a 4-3 or 46 defense (never use a 3-4 against the Cowboys). The 46 Man Lock does an excellent job against outside running plays, especially when you can maneuver the cornerback into the backfield before the runner turns the corner.

To take the road show to the outside, call the HB Lead Toss and run behind the fullback, pulling left guard, and tight ends. Smith may not have blazing speed at this point in his career, but he can still break tackles, so use the stiff arm to knock the first defender out of the way.

Passing ►►► Singleback Twin TE-Triple Outs



It is important to protect Quincy Carter, and the Twin TE does an excellent job of slowing down the pass rush. The Triple Outs features short out patterns for both tight ends, but we like Joey Galloway's sneaky drag pattern across the field from right to left. He often gets lost as the linebackers scramble to cover the tight ends, and if you time it right, you can hit him in full stride. Roll out to the right for an excellent angle.

Stopping the Triple Outs

You must manhandle Galloway at the line to slow him enough to throw off the timing of this play. The Nickel Cover 2 brings the corners up close to jostle the outside receivers. By the time they cut across the middle, the linebackers will be in good position to take over the coverage. However, Galloway's speed makes this pass impossible to cover. Control the middle linebacker and sprint toward Galloway as he drags across the field.

Shotgun 4 WR-Post Flags



Galloway and Ismail run mirrored 15-yard slants toward either sideline. With the defense preoccupied with the dangerous Galloway, look for Ismail on the other side. Release the ball when he makes his cut to the sideline.

Stopping the Post Flags

The toughest part of covering the wide receivers on this play is keeping up with them after their cuts to the sidelines. Most defensive backs lack sufficient speed to prevent separation here, so swarm to the receiver when the quarterback releases the pass. The Dime Safe gives you a fighting chance with six defenders in zone coverage. If you are willing to give up the short zone in the middle of the field, take over the middle linebacker and come hard on a blitz to force Carter to hurry his pass.

Defending the Run ►►► 4-3 Double TE



The Cowboys' linebackers continue to improve as a unit, and they run to the ball as well as any trio in the NFL. The 4-3 Double TE is a solid and balanced alignment that frees the linebackers to seal off the corners. The middle linebacker, Nguyen, covers an amazing amount of territory. Kevin Hardy provides a similar presence on the left.

Beating the 4-3 Double TE

Getting the linebackers to over pursue is the key to beating the 4-3 Double TE. Try running a counter play out of the Strong I. If you can avoid the initial rush from the weak side, you should be able to get outside or cut back against the flow.

Defending the Pass ►►► 4-3 Rush Zone



The Cowboys' linebackers can blitz in most passing situations. The Rush Zone features movement everywhere, including line stunts and blitzes, along with zone and man coverage. This is an excellent call on 3rd and 6 when the offense needs a short completion for a 1st down. The pressure up the middle forces the quarterback to release early, and the short man coverage by the remaining linebacker is excellent.

Beating the 4-3 Rush Zone

Roll out or sprint away from the pressure to avoid the rush. If you can buy enough time, look for a drag route over the middle where the blitzing linebackers abandoned their pass coverage.



Home Field: Pro Player Stadium
Location: Miami, Florida

MIAMI DOLPHINS



Type: Open
Capacity: 75,540

Surface: Grass

★ STAR PLAYERS



Ricky Williams
Halfback

KEY ATTRIBUTES

SPEED: 89

BREAKING TACKLES: 94

AGILITY: 91

AWARENESS: 87

RICKY WILLIAMS CAPPED A REMARKABLE CAREER AT TEXAS BY WINNING THE 1999 HEISMAN TROPHY. IN 2000, HE BECAME THE FIRST SAINTS RUNNING BACK SINCE 1989 TO RUSH FOR 1,000 YARDS (HITTING 1,000 ON THE DOT), AND HE FOLLOWED THAT EFFORT WITH 1,245 YARDS AND SIX SCORES IN 2001. HE HAS WORKED HARD TO BECOME A BETTER RECEIVER OUT OF THE BACKFIELD. WILLIAMS HAS THE COMBINATION OF SPEED AND POWER THAT ALL SCOUTS LOOK FOR IN A RUNNING BACK.



Sam Madison
Cornerback

KEY ATTRIBUTES

SPEED: 97

TACKLING: 72

STRENGTH: 97

AWARENESS: 98

WITH THE SPEED TO HANG WITH ANY RECEIVER IN THE LEAGUE, SAM MADISON HAS ESTABLISHED HIMSELF AS ONE OF THE NFL'S TOP COVER MEN. ENTERING HIS SIXTH SEASON FROM LOUISVILLE, MADISON HAS IMPROVED HIS STRENGTH AND TACKLING. THIS, COUPLED WITH HIS ABILITY TO CLOSE ON THE RECEIVER, MAKES OPPONENTS QUARTERBACKS THINK TWICE BEFORE THROWING IN HIS DIRECTION. HE HAS BEEN NAMED TO THREE STRAIGHT PRO BOWLS.

SCOUTING REPORT

THE DOLPHINS TOOK A STEP TOWARD AFC SUPREMACY WITH THE ADDITION OF RICKY WILLIAMS. OVER THE COURSE OF THREE SEASONS IN NEW ORLEANS, THE FORMER HEISMAN TROPHY WINNER AVERAGED 111 YARDS PER GAME. HE'S NOT A BREAKAWAY BACK, BUT HE BREAKS TACKLES, CATCHES PASSES, AND KEEPS THE CHAINS MOVING. HE IS IDEAL IN NEW OFFENSIVE COORDINATOR NORV TURNER'S NEW OFFENSE. ROB KONRAD RETURNS FOR HIS FOURTH SEASON AS THE STARTING FULLBACK. QUARTERBACK JAY FIEDLER IS STEADY, ALTHOUGH NOT SPECTACULAR, BUT HE MAKES BIG PLAYS WHEN NECESSARY. CHRIS CHAMBERS WAS THE SURPRISE OF THE 2001 DRAFT FOR MIAMI, CATCHING 48 PASSES FOR 883 YARDS. HE'LL JOIN ORONDE GADSEN AS A STARTING RECEIVER.

THE DOLPHINS ARE A TEAM BUILT ON DEFENSE. ZACH THOMAS IS A STAR AND WAS NAMED TO THE PRO BOWL AFTER LEADING THE TEAM WITH 117 TACKLES LAST YEAR. DARRYL GARDENER AND JASON TAYLOR ANCHOR THE PASS RUSH, AND THE SECONDARY IS LED BY PRO BOWL CORNER SAM MADISON AND HARD-HITTING PATRICK SURTAIN. OLINDO MARE IS THE BEST KICKER IN THE NFL. NOT ONLY IS HE THE SECOND MOST ACCURATE KICKER IN NFL HISTORY, BUT HIS KICKOFFS RESULT IN TOUCHBACKS, AND HE SUCCEEDS WHEN IT COMES TO ONSIDE KICKS.

2001 RECAP

NFL Team Rankings

Scoring:	8th
Pass Offense:	19th
Rushing Offense:	22nd
Pass Defense:	1st
Rushing Defense:	17th
Turnovers:	26th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
11	5	0	344	290	7-1	4-4	9-3	2-2	5-3

TEAM RATINGS

Overall Rating:	80	
Offense:	76	
Defense:	91	
Special Teams:	85	
Quarterback:	77	
Featured Running Back:	90	
Wide Receivers:	78	

MEET THE COACH: DAVE WANNSTEDT

- NFL HEAD COACHING RECORD: MIAMI DOLPHINS 23-11 (2000-PRESENT); CHICAGO BEARS 41-55 (1993-98)
- PRIOR COACHING EXPERIENCE: ASSISTANT HEAD COACH, MIAMI (1999); DEFENSIVE COORDINATOR, DALLAS (1989-92)
- COLLEGE PLAYING CAREER: PITTSBURGH 1970-73
- NFL PLAYING CAREER: OFFENSIVE TACKLE-GREEN BAY PACKERS, 1974

2002 DRAFT PICKS

Round	Player Selected	Position	School
Three	Seth McKinney	G	Texas A&M
Four	Randy McMichael	TE	Georgia
Five	Omare Lowe	CB	Washington
Five	Sam Simmons	WR	Northwestern
Seven	Leonard Henry	RB	East Carolina

COACHING THE DOLPHINS: WILLIAMS GIVES YOU MANY OPTIONS ON OFFENSE. HIS PUNISHING STYLE OF RUNNING FORCES DEFENSES TO STACK THE LINE, WHICH OPENS UP THE REST OF THE FIELD FOR THE AIR ATTACK. WILLIAMS'S SUCCESS IN RUNNING THE BALL WILL MAKE DEFENSES FORGET ABOUT KONRAD, WHO IS A GOOD RECEIVER OUT OF THE BACKFIELD. ON DEFENSE, YOUR CORNERS ARE GOOD ENOUGH TO HANDLE SINGLE COVERAGE. YOUR LINEBACKERS WILL DOMINATE THE MIDDLE OF THE FIELD, FREEING UP A SAFETY TO BLITZ OR STACK THE LINE.

TEAM STATS

Category	Dolphins	Opponents
Total First Downs	263	283
First Downs (rush-pass-by penalty)	19-154-14	97-148-38
Third Down Conversions/Attempts	89/215	70/201
Fourth Down Conversions/Attempts	9/14	6/15
Total Offensive Yards	4,821	4,608
Offense (plays-avg. yards)	953-5.1	957-4.8
Total Rushing Yards	1,664	1,779
Rushing (plays-avg. yards)	473-3.5	453-3.9
Total Passing Yards	3,157	2,829
Passing (comp.-att.-int.-avg. per completion)	275-453-19-7.36	262-467-17-6.55
Sacks	37	27
Interceptions>Returns for TD	17/5	19/3
Field Goals Made/Attempts	19/21	16/22
Touchdowns	41	35
Touchdowns (rush-pass-returns-defensive)	14-20-0-6	9-22-0-4
Time of Possession	30:04	29:56

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jay Fiedler	450	273	60.7	3,290	20	19	4.2	27	80.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Lamar Smith	313	968	3.1	6	4	25
Jay Fiedler	73	321	4.4	4	3	26

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
James McKnight	55	684	12.4	3
Oronde Gadsden	55	674	12.3	3
Chris Chambers	48	883	18.4	7

defensive leaders

Tackles: Zach Thomas, 117

Sacks: Jason Taylor, 9

Interceptions: Brock Marion, 5

KEY PLAYS



Running ►►► I Form Big-HB Blast



Stopping the HB Blast

Keep your front four driving straight ahead, and bring help from the linebackers. The 4-3 Double Z sends the right outside linebacker on a tight blitz around the end, and you can flip this play to match the strong side of the offense. With the outside linebacker blitzing, take control of the middle linebacker and shadow Williams.

Although Ricky Williams can make his own holes, you'll do better running behind left guard Mark Dixon. With the addition of the tight end, this play delivers a good surge, and you'll have opportunities to cut to the outside. Williams runs well in a crowd, so never give up on the play until he is flat on the ground.

Singleback Big-Off Tackle



Stopping the Off Tackle

Defending against this play is a challenge, because you don't know where it will go. Avoid blitzing so the linebackers are free to pursue laterally if the play goes outside. The 4-3 Under Man utilizes the linebackers to stop the run, and if needed, the cornerbacks are close at hand. The defensive ends lean to the outside, giving them an extra step toward the sidelines.

Although this isn't a classic sweep, the big set allows Williams to bounce to the outside and outrun the linebackers. Once into the open field, he can use his moves to cut back and forth for double-digit yardage.

Passing ►►► I Form Twin WR-Quick Slant



Ricky Williams is such a force on the ground that the defense should consider him on every play. For this reason, pass out of the I Form on 2nd or 3rd and less than 10. The Quick Slant offers two excellent options. Our favorite target is the slot receiver Chris Chambers, who runs a 15-yard slant to the sideline. The wide receiver Ordone Gadsden crosses Chambers on a slant to the inside, so Chambers will have single coverage. If the protection holds up, look for Ricky Williams, who comes back over the middle after completing his flare pattern to the left.



Stopping the Quick Slant (CONTINUED FROM PG. 65)

The 4-3 Under 4 gives your defense a head start with the linebackers dropping into medium zone coverage. This provides enough help for the cornerback to squeeze Chambers to the sideline.

Shotgun 4WR-Slot Out N Up



This play is a great call when you need to find the end zone from midfield, especially if your opponent favors man or man/zone defense. Chambers is the primary receiver, and he runs a no-frills streak pattern. What makes this play work is the slot receiver's out-and-up pattern. Although it is also a deep route that parallels Chambers' streak, the hesitation keeps one of the defenders a step behind the play. By the time you launch the ball to Chambers, he will be in single coverage.

Stopping the Out N Up

You need extra bodies to disrupt Chambers' streak, and the Dime Double Wide is perfect. With two defenders shadowing the wide receiver off the line, he will have a tough time running the designed route. He will become frustrated and break off the pattern to the sideline, where he has little room to maneuver.

Defending the Run ►►► 4-3 Double TE



You'll think Zach Thomas is playing two linebacker positions when he makes tackles on both sides of the field. Up front, Jason Taylor is a force at right end and Tim Bowens is solid at left tackle. The 4-3 Double TE supports Taylor with a right outside linebacker blitz, making it difficult for the offense to establish a weak-side running attack. Keep your opponent off balance by flipping this play throughout the game.

Beating the 4-3 Double TE

Normally, you can beat the 4-3 Double TE by enticing the linebackers out of position with a counter, or by confusing the defensive tackle with a trap. But these options rarely work against the Dolphins. Check your weak side, and if you see the right outside linebacker creeping up for the blitz, audible to a short pass, or, if you want to stay on the ground, a quick pitch to the other side.

Defending the Pass ►►► Nickel Man QB Spy



With this talented secondary, take your pick of man coverages. The Nickel Man QB Spy has a single deep zone, but mostly man-to-man coverage. Expect a good push up front and a fair share of coverage sacks.

Beating the Nickel Man QB Spy

Flood the short and medium zones on one side of the field to draw the linebackers, then look for a drag route to the tight end or circle pattern to the halfback over the middle. The WR Drag or FB Out are good choices.



Home Field: Veterans Stadium
Location: Philadelphia, Pennsylvania

Type: Open
Capacity: 65,352

Surface: Turf

★ STAR PLAYERS



Donovan McNabb
Quarterback

KEY ATTRIBUTES

SPEED: 78	THROW ACCURACY: 85
THROW POWER: 92	AWARENESS: 85

ENTERING HIS FOURTH SEASON AS STARTING QUARTERBACK, DONOVAN McNABB HAS THE BEST LONG-TERM POTENTIAL OF ANY SIGNAL CALLER IN THE NFL. HE IS A GREAT RUNNER WHO FRUSTRATES DEFENSES WITH HIS ELUSIVENESS. ALTHOUGH IMPROVING AS A PASSER AND COMING CLOSE TO FULLY UNDERSTANDING THE INTRICACIES OF THE WEST COAST OFFENSE, McNABB THREW FOR 25 TOUCHDOWNS AND ONLY 12 INTERCEPTIONS IN 2001, AND HE WAS NAMED TO THE NFC'S PRO BOWL SQUAD.



Brian Dawkins
Free Safety

KEY ATTRIBUTES

SPEED: 78	CATCHING: 78
ACCELERATION: 66	AWARENESS: 92

BRIAN DAWKINS IS THE BEST BLITZER ON A TEAM THAT HAS A REPUTATION FOR BLITZING. THE 2002 PRO BOWLER COVERS AS WELL AS ANY CORNER IN THE LEAGUE, ALLOWING THE EAGLES TO MATCH UP WITH TEAMS THAT HAVE A SPEEDY THIRD RECEIVER. DAWKINS POSSESSES GREAT STRENGTH, IS A SURE TACKLER IN THE OPEN FIELD, AND IS A HUGE DEFENSIVE ASSET FOR PHILADELPHIA.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
11	5	0	343	208	4-4	7-1	3-1	8-4	6-2

TEAM RATINGS

Overall Rating:	88
Offense:	83
Defense:	97
Special Teams:	87
Quarterback:	92
Featured Running Back:	84
Wide Receivers:	80

MEET THE COACH: ANDY REID

- NFL HEAD COACHING RECORD: PHILADELPHIA EAGLES 28-5 (1999-PRESENT)
- PRIOR COACHING EXPERIENCE: ASSISTANT COACH, GREEN BAY (1993-98)
- COLLEGE PLAYING CAREER: BYU 1979-81
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Lito Sheppard	CB	Florida
Two	Michael Lewis	SS	Colorado
Two	Sheldon Brown	CB	South Carolina
Three	Brian Westbrook	RB	Villanova
Four	Scott Peters	C	Arizona State
Five	Freddie Milons	WR	Alabama
Six	Tyreo Harrison	ILB	Notre Dame
Seven	Raheem Brock	DE	Temple

SCOUTING REPORT

THE EAGLES ARE LED BY THE MOST VERSATILE QUARTERBACK IN THE NFL. DONOVAN McNABB ENTERS HIS FOURTH SEASON AS THE EAGLES' STARTER, AND HE DAZZLES THE LEAGUE WITH HIS ABILITY NOT ONLY AS A PASSER, BUT ALSO AS A RUNNER. HE SPREADS AROUND THE BALL TO A GROUP OF YOUNG AND TALENTED RECEIVERS. JAMES THRASH IS A PHYSICAL WIDEOUT WHO LED THE TEAM WITH EIGHT TOUCHDOWNS IN 2001, WHILE TODD PINKSTON IS THE FASTEST OF THE BUNCH. TIGHT END CHAD LEWIS CONTINUES TO PLAY AT A PRO-BOWL LEVEL. STARTING HALFBACK DUKE STALEY IS BETTER KNOWN AS A RECEIVER OUT OF THE BACKFIELD, FINISHING 2001 WITH MORE RECEIVING YARDS (626) THAN RUSHING YARDS (604). THE EAGLES WILL RUN A LOT OF PLAYS TO THE LEFT SIDE OF THE LINE, WHERE GIGANTIC TRA THOMAS (6'7", 349 POUNDS) PATROLS.

THE EAGLES DEFENSE WILL MISS THE SERVICES OF JEREMIAH TROTTER, WHO LEFT VIA FREE AGENCY; BARRY GARDNER FILLS HIS LARGE SHOES AT MIDDLE LINEBACKER. HUGH DOUGLAS, THE TEAM LEADER WITH 9.5 SACKS, ANCHORS AN UNDERSIZED DEFENSIVE LINE. IT'S PHILADELPHIA'S SECONDARY THAT HIGHLIGHTS THIS DEFENSIVE UNIT. THREE OF THE FOUR STARTERS ARE RECENT PRO BOWLERS: HOLDOVERS TROY VINCENT AND BRIAN DAWKINS, AND NEWCOMER BLAINE BISHOP. DAVID AKERS MADE HIS FIRST PRO BOWL AFTER CONVERTING 26 OF 31 FIELD GOAL ATTEMPTS.



TEAM STATS

Category	Eagles	Opponents
Total First Downs	256	262
First Downs (rush-pass-by penalty)	90-146-20	88-150-24
Third Down Conversions/Attempts	68/220	71/232
Fourth Down Conversions/Attempts	9/13	7/13
Total Offensive Yards	4,923	4,701
Offense (plays-avg. yards)	974.5-1	1,017-4.6
Total Rushing Yards	1,778	1,837
Rushing (plays-avg. yards)	412.4-3	455-4.0
Total Passing Yards	3,145	2,864
Passing (comp.-att.-int.-avg. per completion)	300-522-14-6.57	288-517-14-6.09
Sacks	45	40
Interceptions>Returns for TD	14/2	14/0
Field Goals Made/Attempts	26/31	23/32
Touchdowns	38	20
Touchdowns (rush-pass-returns-defensive)	6-27-0-4	6-13-1-1
Time of Possession	28:39	31:21

2001 RECAP

NFL Team Rankings

Scoring:	9th
Pass Offense:	20th
Rushing Offense:	13th
Pass Defense:	2nd
Rushing Defense:	18th
Turnovers:	7th

PHILADELPHIA EAGLES

INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Donovan McNabb	493	285	57.8	3,233	25	12	2.4	39	84.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Duce Staley	166	604	3.6	2	2	44
Correll Buckhalter	129	586	4.5	2	3	48

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
James Thrash	63	833	13.2	8
Duce Staley	63	626	9.9	2
Todd Pinkston	42	586	14.0	4

defensive leaders

Tackles: Jeremiah Trotter, 93

Sacks: Hugh Douglas, 9.5

Interceptions: Troy Vincent, 3

KEY PLAYS



Running ►►► Singleback Big-HB Counter



Stopping the HB Counter

Don't be caught in aggressive blitzes to the wrong side on this play. If the Eagles are running frequent counters, use the 46 Man Lock to send more linebackers swarming to the ball. If you'd rather stick with the 4-3, use the Under Man for good lateral pursuit. If your defensive line is weak, choose a blitz that double-teams the left tackle.

When you support left tackle Tra' Thomas with a tight end and a pulling right guard, Duce Staley will find gaping holes when he hits the line on this misdirection play. Get through the hole quickly and use the stiff arm liberally to push cornerbacks out of the way.

Singleback Slot Strong-PA Rollout



Stopping the PA Rollout

When McNabb runs on a pass play, there is little you can do to stop him unless you devote a player to shadowing him. The 4-3 Man QB Spy or Under Man keep the linebackers close to the line at the snap, but they will drop back in coverage. Take control of a linebacker and keep your eyes on the quarterback, following him laterally when he rolls away from center.

Although the Eagles playbook includes a QB Draw, you'll have more success running with McNabb on a designed pass play. Tuck away the ball after the play-action fake and take off downfield for big yardage, but don't run too early in the play. You want the receivers to take the linebackers and defensive backs downfield to clear your path. Use this on 3rd and long, but do not overuse McNabb as a ball carrier, or the defense will key on him.

Passing ►►► Singleback 4 WR-Slot Cross Ins



Stopping the Slot Cross Ins

To stop this play over the course of a game, show confidence in a 4-3 pass defense that protects the middle of the field. This puts the burden on your linebackers, but you have no other choice when facing a mobile quarterback like McNabb. The 4-3 Cover 2 gives up deep coverage in exchange for bump-and-run at the line, and the linebackers fan out to cover the short zone.

This play has three wide receivers moving laterally, which blends perfectly with McNabb's ability as a rollout quarterback. Pinkston, the slot receiver on the left, curls around to the right and races across the field toward the sideline. Drift out to the right after the snap and fire the ball into Pinkston for a quick 8-yard completion.

Near Normal-Center Pass



Stopping the Center Pass

When you must contend with a tight end going deep over the middle, there are tradeoffs in the coverage. The Nickel Robber uses man coverage, and the sidelines are exposed. However, there is a wrinkle; the free safety slides across the field in deep zone coverage. If the strong safety and cornerback hang with Lewis long enough, the free safety will steal the ball.

This play exploits tight end Chad Lewis's abilities downfield as he blows by the linebackers and gives the defensive backs more than they can handle. This is a classic Chad Lewis touchdown, where he beats the coverage, achieves perfect position against the cornerback, and breaks a tackle on the way to the end zone. A perfect throw from McNabb didn't hurt, either.

Defending the Run ►►► 4-3 Fire Man



Beating the 4-3 Fire Man

Stay away from Hugh Douglas to run consistently against the Eagles. Try an off-tackle play behind the tight end, with a pulling guard or fullback leading the way.

Hugh Douglas is a monster at right end, and when you add two blitzing outside linebackers, you get a brutal six-man push up front, making it difficult for the offensive line to establish momentum, even with a big set. If the play turns outside, Douglas is strong enough to play off his block and still make the tackle. Even if the ball carrier turns the corner, he must contend with Troy Vincent or Bobby Taylor, two of the best corners in the league.

Defending the Pass ►►► 4-3 Crash Blitz



Beating the 4-3 Crash Blitz

The fullback is your best friend against this formation. Look for your blocking back circling out of the backfield and dump the ball over the onrushing linebacker.

With Vincent and Taylor at the corners, you can blitz aggressively with two or more linebackers. The Crash Blitz angles in at the quarterback, putting pressure on the offensive line. This formation will produce sacks, but don't worry if the quarterback launches it downfield; the Eagles' secondary quickly moves to the ball quickly.



ATLANTA FALCONS

Home Field: Georgia Dome®
Location: Atlanta, Georgia

Type: Dome
Capacity: 71,149

Surface: Turf

★ STAR PLAYERS

#28 Warrick Dunn

Halfback

KEY ATTRIBUTES

SPEED: 91 **BREAKING TACKLES:** 66
AGILITY: 94 **AWARENESS:** 84

IN HIS SIXTH SEASON OUT OF FLORIDA STATE, WARRICK DUNN'S EXCELLENT SPEED AND HIS ABILITY TO ELUDE TACKLERS MAKES HIM ONE OF THE LEAGUE'S GREAT OPEN-FIELD RUNNERS. EAGER TO SHED THE LABEL OF "3RD DOWN" BACK, THE VET COMES TO ATLANTA AS THE CENTERPIECE OF THE OFFENSE. DUNN IS AS GOOD A RECEIVER COMING OUT OF THE BACKFIELD AS HE IS A HALFBACK. HE HAS PLAYED IN TWO PRO BOWLS AND SHOWS GREAT DURABILITY (HE STARTED ALL 16 GAMES IN 2001) DESPITE HIS 180-POUND FRAME.

#34 Ray Buchanan

Cornerback

KEY ATTRIBUTES

SPEED: 88 **CATCHING:** 66
ACCELERATION: 87 **AWARENESS:** 91

RAY BUCHANAN IS ALWAYS GOING TO TRY TO MAKE THE BIG PLAY, AND FOR MOST OF HIS 10-YEAR CAREER, GOOD THINGS HAPPEN WHEN RAY IS ON THE FIELD. A THREE-YEAR STARTER AT LOUISVILLE, HE WAS A MEMBER OF THE NFL'S ALL-ROOKIE TEAM IN '93, AND HE PLAYED IN THE PRO BOWL FOLLOWING THE '98 SEASON. AN ASPIRING SINGER AND SONGWRITER, BUCHANAN PRODUCED A CD SINGLE ENTITLED "ROLL WITH ME" THAT WAS RELEASED DURING THE 1999 SEASON.

✓ SCOUTING REPORT

THE FALCONS ARE A COUPLE YEARS AWAY FROM COMPETING FOR THE PLAYOFFS, BUT THERE IS REASON FOR OPTIMISM IN ATLANTA. AFTER LEARNING THEropes UNDER CHRIS CHANDLER (RELEASED), ROOKIE MICHAEL VICK TAKES OVER THE REINS AT QUARTERBACK. WITH OUTSTANDING FOOTWORK AND A CANNON FOR AN ARM, VICK HAS DRAWN COMPARISON TO DONOVAN McNABB. SHAWN JEFFERSON (WHO HAS MISSED ONE GAME IN ELEVEN YEARS) AND BRIAN FINNERAN START AT RECEIVER. ALGE CRUMPLER, REGGIE KELLY, AND BRIAN KOZLOWSKI COMPRIZE A STRONG TRIO AT TIGHT END. WARRICK DUNN SIGNS ON AS A FREE AGENT AND WILL BE COUNTED ON AS AN EVERY-DOWN BACK. FULLBACK BOB CHRISTIAN IS COMING OFF A CAREER YEAR AS BOTH A RUNNER AND RECEIVER. BOB WHITFIELD IS THE BRIGHT SPOT ON AN OFFENSIVE LINE THAT ALLOWED 66 SACKS IN 2001.

PATRICK KERNEY, WHO HAD A CAREER-HIGH 12 SACKS A YEAR AGO, ANCHORS THE DEFENSIVE LINE. KEITH BROOKINGS LED THE TEAM WITH 167 TACKLES AND WILL SHINE IN NEW DEFENSIVE COORDINATOR WADE PHILLIPS'S 3-4 SCHEME. ASHLEY AMBROSE AND RAY BUCHANAN HAD FIVE INTERCEPTIONS IN 2001, AND BOTH ARE PLAYMAKERS IN THE SECONDARY. JAY FEELY MADE 29 FIELD GOALS IN 2001, THE MOST BY A FALCON SINCE MORTEN ANDERSEN DRILLED 31 IN 1996.

2001 RECAP

NFL Team Rankings

Scoring:	22nd
Pass Offense:	16th
Rushing Offense:	15th
Pass Defense:	30th
Rushing Defense:	21st
Turnovers:	14th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	291	321	3-5	4-4	6-6	2-2	3-5

TEAM RATINGS

Overall Rating:	66	
Offense:	68	
Defense:	69	
Special Teams:	71	
Quarterback:	78	
Featured Running Back:	83	
Wide Receivers:	72	

MEET THE COACH: DAN REEVES

► **NFL HEAD COACHING RECORD:** ATLANTA FALCONS 39-44 (1997-PRESENT); NEW YORK GIANTS 31-33 (1993-96); DENVER BRONCOS 110-73-1 (1981-92)
► **PRIOR COACHING EXPERIENCE:** OFFENSIVE COORDINATOR, DALLAS (1977-80)
► **COLLEGE PLAYING CAREER:** SOUTH CAROLINA 1962-64
► **NFL PLAYING CAREER:** HALFBACK-DALLAS COWBOYS 1965-72

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	T.J. Duckett	RB	Michigan State
Three	Will Overstreet	DE	Tennessee
Four	Martin Bibla	LG	Miami
Five	Kevin McCadam	FS	Virginia Tech
Five	Kurt Kittner	QB	Illinois
Six	Kahlil Hill	WR	Iowa
Seven	Michael Coleman	WR	Widener
Seven	Kevin Shaffer	T	Tulsa

COACHING THE FALCONS: VICK IS INEXPERIENCED, BUT HE HAS THE SKILL TO LEAD THIS TEAM. USE HIS SPEED BY RUNNING PLAYS WHERE THE QUARTERBACK ROLLS OUT. THIS GIVES YOU THE OPTION OF RUNNING IF NO ONE IS OPEN. USE DUNN WITH CARE, BECAUSE HE IS MORE EFFECTIVE RUNNING TO THE OUTSIDE RATHER THAN BETWEEN THE TACKLES. HE IS A GREAT RECEIVER OUT OF THE BACKFIELD. MIX IT UP ON DEFENSE. WHAT YOU LACK IN TALENT YOU CAN MAKE UP FOR IN SCHEMES. DON'T BE PREDICTABLE. CHEAT YOUR SAFETIES TOWARD THE MIDDLE OF THE LINE ON RUNNING DOWNS.

TEAM STATS

Category	Falcons	Opponents
Total First Downs	280	298
First Downs (rush-pass-by penalty)	85-165-30	95-184-19
Third Down Conversions/Attempts	89/217	93/201
Fourth Down Conversions/Attempts	5/17	2/8
Total Offensive Yards	5,070	5,845
Offense (plays-avg. yards)	988-5.1	957-6.1
Total Rushing Yards	1,773	1,943
Rushing (plays-avg. yards)	437-4.1	405-4.8
Total Passing Yards	3,297	3,902
Passing (comp.-att.-int.-avg. per completion)	278-485-17-7.62	331-515-18-8.02
Sacks	37	66
Interceptions>Returns for TD	18/0	17/3
Field Goals Made/Attempts	29/37	19/24
Touchdowns	29	46
Touchdowns (rush-pass-returns-defensive)	9-19-0-0	13-29-1-4
Time of Possession	31:18	28:42

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Chris Chandler	365	223	61.1	2,847	16	14	3.8	31	84.1
Michael Vick	113	50	44.2	785	2	3	2.7	23	62.7

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Maurice Smith	237	760	3.2	5	1	58
Michael Vick	29	300	10.3	1	6	35

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Terance Mathis	51	564	11.1	2
Bon Christian	45	392	8.7	2
Tony Martin	37	548	14.8	3

defensive leaders

Tackles: Keith Brooking, 100

Sacks: Patrick Kerney, 12

Interceptions: Ashley Ambrose and Ray Buchanan, 5

KEY PLAYS



Running >>> Singleback Big-HB Toss Strong



Stopping the HB Toss Strong

Speed at the linebacker positions protects you against Dunn's talents, but you must make the tackle, which is tough in the open field. The 4-3 Whip Man slants toward the strong side, giving you an edge at reaching the corner.

Warrick Dunn has the speed and moves to take this play in two directions. A sharp cutback past the tight end often catches the defense over-pursuing, so don't be surprised if you rack up 7-10 yards. You also can get Dunn quickly to the corner, where he can turn upfield and leave the linebackers behind. Take whatever the defense gives you on this play.

Singleback Normal-QB Waggle



Stopping the QB Waggle

When Michael Vick moves laterally behind the line, it sends out a big warning to the linebackers that he is getting ready to take off. This forces you to keep the linebackers in man coverage, or at the most, a short zone. It would be unusual for Vick to roll out on the weak side, so he'll hang out behind the tight end before heading downfield. Choose a formation that includes an outside linebacker blitz, like the 4-3 Man Lock, Double Z, or Man Zone. If you go with the 46, use the Strong Blitz or Outside Blitz.

Utilize Michael Vick's talents as a ball carrier. In the QB Waggle, he takes a shallow drop and slides behind the line to the right. Take off when he clears the line. By then, the receivers will be downfield along with the cornerback and linebackers. If the defense is blitzing, drop back and throw the ball before moving too far to the right.



Passing >>> Strong I-WR Middle Cross



If your opponent plays up close and personal with bump-and-run on your wideouts, call the Middle Cross and watch Warrick Dunn float out of the backfield with single coverage (or no coverage). Loft the ball over the defender so Dunn can reach full speed, grab the pass, and race down the sideline for six points.

Stopping the WR Middle Cross (CONTINUED FROM PG. 7)

Forget about bump-and-run with Warrick Dunn on the field, or you'll fall one man short on coverage. The Nickel Double Slot gives you enough cushion to stay one-on-one with Dunn, but don't relax when the ball is in the air. Take control of the defender and get a hand in Dunn's face when the ball is coming down.

Shotgun 2RB 3WR-Slants Middle



Use this play if your opponent favors man defense or a two-deep zone. Jefferson runs the deeper of two slants, so the linebacker or extra defensive back latches onto the slot receiver, leaving single or double coverage on the wide receiver. Time this pass to arrive between the hash marks as Jefferson streaks across the field, but don't wait too long, or the safety on the left will have time to help out.

Stopping the Slants Middle

You need four deep defenders to handle this play. The Nickel Cover 4 works like a charm, although a perfectly thrown ball can find its way into Jefferson's hands. You'll have a great angle on the receiver, so even if he catches the ball, you can knock it loose with a bone-jarring tackle.

Defending the Run ►►► 3-4 Double Man



The linebackers need help from the safeties to stop the run, so the 3-4 Double Man is a good choice for the Falcons' personnel. The outside linebackers hug either side of the line while the strong safety cheats toward the run. This is a good run-containment defense that also does a reasonable job against short and medium passes.

Beating the 3-4 Double Man

The Falcons prefer the 3-4, which is good news for any team with a powerful inside running game. Use big sets, like the Strong I Normal, and run your halfback behind the fullback to get maximum forward push. The 3-4 allows for excellent lateral pursuit, so you'll do better cutting back toward the middle of the field after bursting through the line.

Defending the Pass ►►► Dime Zone Blitz



The Dime Zone Blitz has a balanced rotation of deep and medium zone coverages, and the strong side blitz produces a few hurried passes and an occasional sack. Get the blitzing cornerback in the quarterback's face; the middle of the field is open, and given enough time, he'll find an open receiver.

Beating the Dime Zone Blitz

Without a blocking back to pick up the blitz, there is little time for even a medium slant. Use a short drag or out pattern, preferably to the strong side (which is minus a cornerback after the blitz). This is a snap, drop, and throw sequence with no time for looking around the field.


SAN FRANCISCO 49ERS

Home Field: 49ers Stadium
Location: San Francisco, California

Type: Open
Capacity: 70,140

Surface: Grass

★ STAR PLAYERS

#81		Terrell Owens Wide Receiver
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KEY ATTRIBUTES

SPEED: 94 **CATCHING:** 96

ACCELERATION: 98 **AWARENESS:** 96

IN HIS SIXTH SEASON OUT OF THE UNIVERSITY OF TENNESSEE AT CHATTANOOGA, TERRELL OWENS TURNED IN AN OUTSTANDING 2001 SEASON WITH 93 CATCHES FOR 1,412 YARDS AND 16 TOUCHDOWNS. HE WAS REWARDED WITH A TRIP TO THE PRO BOWL. EXCELLENT SIZE, SPEED, AND STRENGTH MAKE HIM A DANGEROUS OFFENSIVE WEAPON. HE SET THE NFL RECORD WITH 20 CATCHES IN A GAME AGAINST THE BEARS IN 2000. WITH A KNACK FOR MAKING BIG PLAYS, OWENS HAS SOLIDIFIED HIS PLACE AS ONE OF THE MOST DYNAMIC AND EXCITING RECEIVERS IN THE GAME.

#97		Bryant Young Defensive Tackle
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KEY ATTRIBUTES

SPEED: 58 **TACKLING:** 94

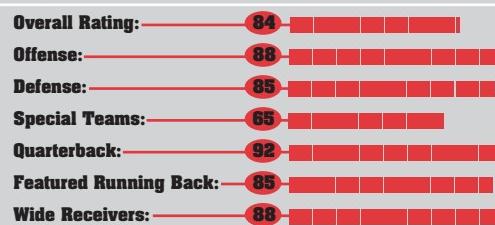
STRENGTH: 96 **AWARENESS:** 93

ENTERING HIS NINTH SEASON, BRYANT YOUNG IS THE LEADER OF THE 49ER DEFENSE. HE WAS NAMED TO THE PRO BOWL FOLLOWING HIS FINE 2001 SEASON. KNOWN FOR PUTTING PRESSURE ON THE QUARTERBACK, YOUNG IS UNDERRATED WHEN IT COMES TO STOPPING THE RUN. HE HAS RECORDED THREE CAREER SAFETIES, TYING HIM FOR THIRD ALL-TIME IN NFL HISTORY. YOUNG EARNED ALL-AMERICAN HONORS AS A SENIOR AT NOTRE DAME, POSTING 67 TACKLES AND LEADING THE IRISH WITH 6.5 SACKS.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
12	4	0	409	282	7-1	5-3	4-0	8-4	6-2

TEAM RATINGS



MEET THE COACH: STEVE MARIUCCI

- NFL HEAD COACHING RECORD: SAN FRANCISCO 49ERS 49-35 (1997-PRESENT)
- NFL PRIOR COACHING EXPERIENCE: HEAD COACH, UNIVERSITY OF CALIFORNIA (1996); QUARTERBACKS COACH, GREEN BAY (1992-95)
- NFL COLLEGE PLAYING CAREER: NORTHERN MICHIGAN 1975-77; TWO-TIME ALL-AMERICAN QUARTERBACK
- NFL NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Mike Rumph	CB	Miami
Three	Saleem Rasheed	LB	Alabama
Four	Jeff Chandler	K	Florida
Four	Kevin Curtis	S	Texas Tech
Five	Brandon Doman	QB	BYU
Five	Josh Shaw	DT	Michigan State
Six	Mark Anelli	TE	Wisconsin
Seven	Eric Heitmann	G	Stanford
Seven	Kyle Kosier	T	Arizona State
Seven	Teddy Gaines	CB	Tennessee

SCOUTING REPORT

AFTER SUCCESSIVE SEASONS IN WHICH THEY WERE 4-12 AND 6-10, THE 49ERS BOUNCED BACK WITH A 12-4 MARK AND A TRIP TO THE PLAYOFFS IN 2001. QUARTERBACK JEFF GARCIA HAS PLAYED IN TWO STRAIGHT PRO BOWLS. WITH BIG TERRELL OWENS, J.J. STOKES, AND TIGHT END ERIC JOHNSON, GARCIA HAS HIS CHOICE OF TARGETS. HE THREW 32 TOUCHDOWN PASSES AGAINST 12 INTERCEPTIONS. GARRISON HEARST WAS THE NFL'S COMEBACK PLAYER OF THE YEAR IN 2001 AFTER SITTING OUT THE TWO PREVIOUS SEASONS BECAUSE OF CAREER-THREATENING COMPLICATIONS FROM A BROKEN LEFT ANKLE SUFFERED IN A 1999 PLAYOFF GAME. HE'LL SEE MOST OF THE ACTION AT HALFBACK, BUT BACKFIELD MATE KEVAN BARLOW IS PRIMED FOR ACTION IN 2002.

ARMED PLUMMER EMERGED IN 2001 AS ONE OF THE TOP COVER CORNERS IN THE NFC. HE TIED ZACK BRONSON FOR THE TEAM LEAD WITH SEVEN INTERCEPTIONS. BRYANT YOUNG WAS A PRO BOWLER LAST SEASON, AND ROOKIE ANDRE CARTER STARTED SLOWLY BUT CAME ON LATE IN THE YEAR AND LED THE TEAM WITH 6.5 SACKS. CARTER IS A PLAYER TO WATCH IN 2002.

COACHING THE 49ERS: THE 49ERS HAVE LITTLE TROUBLE MOVING THE FOOTBALL. HEARST IS A FORCE ON THE GROUND, AND OWENS IS ALMOST UNSTOPPABLE THROUGH THE AIR. THE OFFENSIVE LINE PROVIDES THE PROTECTION FOR GARCIA TO LOOK DOWN THE FIELD. MAKE SURE YOU RUN SOME PLAYS FOR BARLOW. ON DEFENSE, THE FRONT FOUR SHOULD PUT AMPLE PRESSURE ON THE QUARTERBACK AND STOP THE RUN. THIS ALLOWS YOU TO GUESS THE DIRECTION OF THE PLAY AND BLITZ A SAFETY OR LINEBACKER.

TEAM STATS

Category	49ers	Opponents
Total First Downs	328	289
First Downs (rush-pass-by penalty)	121-184-23	89-179-21
Third Down Conversions/Attempts	95/213	78/210
Fourth Down Conversions/Attempts	9/17	11/19
Total Offensive Yards	5,689	4,954
Offense (plays-avg. yards)	1,041-5.5	988-5.0
Total Rushing Yards	2,244	1,571
Rushing (plays-avg. yards)	509-4.4	389-4.0
Total Passing Yards	3,445	3,383
Passing (comp.-att.-int.-avg. per completion)	318-506-12-7.03	332-567-24-6.35
Sacks	32	26
Interceptions/Returns for TD	24/2	12/3
Field Goals Made/Attempts	18/25	23/27
Touchdowns	51	30
Touchdowns (rush-pass>Returns-defensive)	16-32-0-3	9-18-0-3
Time of Possession	31:49	28:11

2001 RECAP

NFL Team Rankings

Scoring:	3
Pass Offense:	14
Rushing Offense:	2
Pass Defense:	19
Rushing Defense:	9
Turnovers:	3

INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Jeff Garcia	504	316	62.7	3,538	32	12	2.4	26	94.8
running backs									
PLAYER									
Garrison Hearst	252			1,206		4.8	4	1	43
Kevan Barlow	125			512		4.1	4	1	25
receivers									
PLAYER									
Terrell Owens	93			1,412		15.2	16		
J.J. Stokes	54			585		10.8	7		
Garrison Hearst	41			347		8.5	1		

defensive leaders

Tackles: Derek M. Smith, 78

Sacks: Andre Carter, 6.5

Interceptions: Ahmed Plummer and Zack Bronson, 7

KEY PLAYS

Running ►►► I Form Normal-HB Slam



Stopping the HB Slam

The 4-3 Whip Man has a powerful surge toward the strong side (if you guess right), and this goes a long way to upsetting the guard's initial push. If you pick the wrong side, use the defensive line adjustment to improve the position of your front line before the snap.

Running behind right guard Ron Stone makes life easier for Garrison Hearst. With Stone blocking down on the tackle and fullback Fred Beasley taking on the left end or linebacker, there will be plenty of running room up the middle. You'll enjoy seeing Hearst pop out the other side, leaving linebackers and tackles on the ground behind him.

I Form Big-HB Toss



Stopping the HB Toss

The 4-3 Cover 2 Edge brings up the cornerback to bump Owens, slowing him and throwing off the timing for his downfield block. A stunt on the left side of the defensive line frees up the tackle to swing wide, and the left outside linebacker is in position to react to the run. The tight end and fullback do not have the momentum to keep these defenders from pushing the play farther outside. By the time Hearst reaches the corner, the other linebackers and defensive backs will be in position to shut down the run.

In the HB Toss, the fullback Fred Beasley and tight end Eric Johnson have key linebacker blocks that determine how quickly Hearst can sprint to the outside. After the halfback turns the corner, Terrell Owens has a downfield block that can turn 5 yards into 15. It leaves Hearst one-on-one with the cornerback and is no contest.



Passing ►►► Near Normal-Strong Flood



When you line up Garrison Hearst and Terrell Owens on the same side of the field, it is a nightmare for the linebackers, and it means that one of the receivers will be wide open. The Strong Flood is a great 2nd down call, when the defense will be in a 4-3. As the linebacker reacts to Hearst, look for Owens running an out pattern down the sideline.

Stopping the Strong Flood

If you assign a cornerback to bump Owens at the line, you'll be a man short downfield, so we recommend the Nickel Man Under (get used to playing a lot of Nickel formations against the 49ers, even on 1st or 2nd down). The deep zone coverage allows the linebacker to stick with Hearst, and the cornerback locks on to Owens. The strong safety, playing man coverage, will come over to help, squeezing Owens against the sideline stripe.

Singleback 4 WR-Deep Stings



To duplicate Garcia's 3,500+ yards passing last year, you must stretch the defense, and Deep Stings is a great way to do it. Terrell Owens is the man, because he burns past the coverage. Garcia has the arm to heave this 40-yarder with ease, so avoid the rush and let it go when Owens is between the medium and deep coverage.

Stopping the Deep Stings

Breaking up a deep pass to Terrell Owens requires Nickel or Dime coverage and jostling at the line. If it's 3rd and long, you can call the Dime Prevent without risk of being burned short. In most cases, however, you don't want to give up the entire field to protect against the long ball. Use the Dime Double Slot to make good use of your extra DBs.



Defending the Run ►►► 46 Man Lock



Bryant Young is a rock at left tackle, and Dana Stubblefield is a veteran on the other side. The linebackers may need help, and the 46 Man Lock will do the job. Switch to the 46 SS Blitz if your opponent gets to the outside against the Man Lock.

Beating the 46 Man Lock

It is impossible to run straight at the 46 because there are so many players around the line. Instead of using traditional plays, use the HB Counter in the I Form Big. The linebackers will react to the misdirection, giving your offensive line an extra second to establish position and hold their blocks.



Defending the Pass ►►► 4-3 Under 4



The 49er defensive front does a good job pressuring the passer, so you can drop more players into coverage against a high-powered passing offense. The 4-3 Under 4 allows the linebackers to drop back quickly and cover the middle, and strong safety Tony Parrish and cornerback Ahmed Plummer excel at man coverage against deep routes.

Beating the 4-3 Under 4

Flood both sides of the field with comeback patterns. With two comebacks on each side, use Singleback 4 WR-Quick Hooks. By driving hard downfield before hooking back to the quarterback, the receivers push the linebackers far enough away, giving the quarterback enough room to make the completion.



ny NEW YORK GIANTS

Home Field: Giants Stadium
Location: East Rutherford, New Jersey

Type: Open
Capacity: 79,469

Surface: Grass

★ STAR PLAYERS

#81 ny Amani Toomer Wide Receiver

KEY ATTRIBUTES

SPEED: 86 **CATCHING:** 61

ACCELERATION: 87 **AWARENESS:** 83

ENTERING HIS SEVENTH YEAR OUT OF MICHIGAN, AMANI TOOMER IS THE LEADER OF A PRODUCTIVE AND UNSUNG GROUP OF RECEIVERS. IN 2000, HE BECAME THE FIRST GIANT WITH BACK-TO-BACK 1,000-YARD RECEIVING SEASONS SINCE HOMER JONES IN THE 1960S, THEN MADE IT THREE IN A ROW WITH 1,054 YARDS ON 72 RECEPTIONS IN 2001. USED AS A PUNT-RETURN MAN OR THIRD OR FOURTH WIDE RECEIVER IN HIS FIRST THREE NFL SEASONS, HE HAD ONE OF THE MOST PRODUCTIVE SEASONS OF ANY RECEIVER IN GIANTS HISTORY IN HIS FIRST YEAR AS A STARTER, FINISHING THE YEAR WITH 79 RECEPTIONS.

#92 ny Michael Strahan Defensive End

KEY ATTRIBUTES

SPEED: 74 **TACKLING:** 90

STRENGTH: 90 **AWARENESS:** 98

AFTER BREAKING THE LEAGUE'S SACK RECORD RECORDING 22.5, MICHAEL STRAHAN IS COMING OFF ONE OF THE MOST DOMINANT INDIVIDUAL SEASONS IN NFL HISTORY. ENTERING HIS 10TH SEASON FROM TEXAS SOUTHERN, STRAHAN IS A TIREDLESS WORKER WHO IMPROVES EACH YEAR, DEVELOPING NEW MOVES TO REACH THE QUARTERBACK. THE FUTURE HALL-OF-FAMER IS HAPPY WITH THE SACK RECORD, BUT HE TAKES MORE PRIDE IN HIS IMPROVEMENT AGAINST THE RUN. HE IS ONE OF THE MOST DOMINATING DEFENSIVE FORCES IN THE GAME.

✓ SCOUTING REPORT

THE GIANTS WENT FROM NFC CHAMPIONS IN 2000 TO A 7-9 MARK IN 2001 DESPITE A RECORD-SETTING 22.5 SACKS FOR END MICHAEL STRAHAN. THE DIFFERENCE BETWEEN THE SUPER BOWL SEASON VERSUS LAST YEAR COMES DOWN TO ONE STAT. KERRY COLLINS, WHO THREW THE BALL WELL AND MADE GOOD DECISIONS, SET THE NFL RECORD FOR FUMBLING: 23. HE MUST IMPROVE ON THIS IN 2002. JOINING AMANI TOOMER AND IKE HILLIARD AS MEMBERS OF THE GIANTS AERIAL ATTACK, TIGHT END JEREMY SHOCKEY, A FIRST-ROUND DRAFT CHOICE, WILL START AS A ROOKIE. TIKI BARBER AND RON DAYNE ARE A FORMIDABLE ONE-TWO PUNCH ON THE GROUND. BARBER IS NIMBLE TO THE OUTSIDE AND AN EFFECTIVE RECEIVER OUT OF THE BACKFIELD. SHOCKEY'S PRESENCE WILL PREOCCUPY THE LINEBACKERS (WHICH HELPS BARBER), WHILE DAYNE IS A GREAT UP-THE-GUT BACK WHO RUNS DECISIVELY. THE INEXPERIENCED LINE NEEDS TO GEL EARLY IN THE SEASON.

SACK KING STRAHAN LEADS THE FRONT FOUR, BUT THIS DEFENSIVE UNIT WILL MISS THE SERVICES OF JESSIE ARMSTEAD, WHO WAS LOST TO FREE AGENCY. TEAM OFFICIALS BELIEVE DHANI JONES HAS THE SPEED TO MAKE PLAYS AS ARMSTEAD'S REPLACEMENT. MIKE BARROW IS BACK FOR ANOTHER SEASON OF MANNING THE MIDDLE OF THE FIELD FROM THE MIDDLE LINEBACKER POSITION. CORNERS JASON SEHORN AND WILL ALLEN ARE BOTH CAPABLE OF SINGLE COVERAGE, FREEING UP SAFETIES SHAUN WILLIAMS AND OMAR STOUTMIRE TO MAKE PLAYS.

2001 RECAP

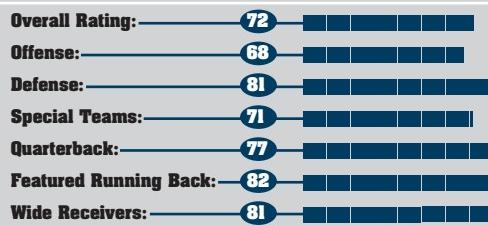
NFL Team Rankings

Scoring:	20th
Pass Offense:	7th
Rushing Offense:	14th
Pass Defense:	21st
Rushing Defense:	8th
Turnovers:	16th

ny 2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	294	321	5-3	2-6	2-2	5-7	4-4

ny TEAM RATINGS



MEET THE COACH: JIM FASSEL

► NFL HEAD COACHING RECORD: NEW YORK GIANTS 46-37-1 (1997-PRESENT)
► PRIOR COACHING EXPERIENCE: OFFENSIVE COORDINATOR, ARIZONA (1996); OFFENSIVE COORDINATOR, OAKLAND (1995); OFFENSIVE COORDINATOR, DENVER (1993-94); OFFENSIVE COORDINATOR, NEW YORK GIANTS (1991-92)
► COLLEGE PLAYING CAREER: USC 1969
► NFL PLAYING CAREER: N/A

ny 2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Jeremy Shockey	TE	Miami
Two	Tim Carter	WR	Auburn
Three	Jeff Hatch	T	Penn
Five	Nick Greisen	LB	Wisconsin
Six	Wesly Mallard	LB	Oregon
Seven	Daryl Jones	WR	Miami
Seven	Quincy Monk	LB	North Carolina

COACHING THE GIANTS: USE YOUR VERSATILITY IN RUNNING THE FOOTBALL. THE SPEED OF BARBER AND THE POWER OF DAYNE WILL KEEP DEFENSES GUESSING. COMING OUT OF THE BACKFIELD AS A RECEIVER, BARBER IS QUICK ENOUGH TO GET BEHIND MOST LINEBACKERS, BUT HIS SIZE MAKES IT DIFFICULT FOR HIM TO MUSCLE HIS WAY OVER THE MIDDLE. INSTEAD, LOOK FOR TOOMER IN SINGLE-COVERAGE SITUATIONS. THE SURE-HANDED SHOCKEY IS ANOTHER DEPENDABLE TARGET. ON DEFENSE, STRAHAN WILL OFTEN COMMAND DOUBLE TEAMS, THEREBY OPENING UP BLITZ OPPORTUNITIES ON THE OPPOSITE SIDE.

ny TEAM STATS

Category	Giants	Opponents
Total First Downs	295	268
First Downs (rush-pass-by penalty)	93-189-13	83-161-24
Third Down Conversions/Attempts	78/220	66/218
Fourth Down Conversions/Attempts	6/13	11/19
Total Offensive Yards	5,335	4,975
Offense (plays-avg. yards)	1,028-5.2	995-5.0
Total Rushing Yards	1,777	1,545
Rushing (plays-avg. yards)	424-4.2	428-3.6
Total Passing Yards	3,558	3,430
Passing (comp.-att.-int.-avg. per completion)	327-568-16-6.63	298-521-15-7.20
Sacks	46	36
Interceptions/Returns for TD	15/1	16/2
Field Goals Made/Attempts	23/30	23/31
Touchdowns	32	36
Touchdowns (rush-pass-returns-defensive)	11-19-0-2	7-25-1-3
Time of Possession	29:43	30:17

NY INDIVIDUAL LEADERS**quarterbacks**

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Kerry Collins	568	327	57.6	3,764	19	16	2.8	36	77.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Tiki Barber	166	865	5.2	4	7	36
Ron Dayne	180	690	3.8	7	2	61

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Amani Toomer	72	1,054	14.6	5
Tiki Barber	72	577	8.0	0
Ike Hilliard	52	659	12.7	6

defensive leaders

Tackles: Michael Barrow, 88

Sacks: Michael Strahan, 22.5

Interceptions: Will Allen, 4

KEY PLAYS**Running ►►► I Form Big-HB Toss****Stopping the HB Toss**

Use the 4-3 Under Man to spread out your defensive line and avoid being sandwiched toward the middle as the play flows to the outside. This formation makes good use of the strong safety and left cornerback, giving you excellent lateral coverage. Take control of the left end, use a swim move to shrug off the tight end, and attack the lead blocker. This allows the linebackers to penetrate and grab Barber before he turns the corner.

The Giants' offensive line is in a rebuilding phase, so run Tiki Barber behind a big set for consistent yardage. Right tackle Luke Petitgout is the strongest run blocker, which makes the HB Toss an obvious choice. Take a tight angle to the corner, but don't outrun the fullback; his block gets you past the linebackers.

Strong I Big-HB Lead Blast**Stopping the HB Lead Blast**

Compress the middle of the line to stop Dayne's powerful forward momentum. The 4-3 Man Lock collapses toward the center without giving up pass coverage. If your defensive line is being pushed around, use the 4-3 Whip Man to blitz two linebackers and send your linemen slashing toward the strong side.

Go to the depth chart and bring in Ron Dayne for Tiki Barber when you want to switch to a power running attack (you could also use Dayne at fullback to keep both players in the game). Dayne's forte is tackle-breaking, so you can pound the ball inside. In the HB Lead Blast, Dayne runs between the right guard and tackle, and the fullback hits the line between the right tackle and tight end. The key to success with Dayne is to keep plowing ahead; he breaks tackles and routinely picks up 3 or 4 yards with a defender on his back.

Passing ►►► Singleback Twin TE WR-Weak Flood

Move Tiki Barber into the lineup on passing downs so he can sneak out of the backfield while the defense doubles up on Amani Toomer. On this play, Toomer runs a straight, 10-yard comeback, which is just far enough to clear a path for Barber. Hilliard takes the cornerback deep down the sideline, so this has the potential for 15-20 yards if you hit Barber after he clears the linebacker.

Stopping the WR-Weak Flood

Double up on the slot to guard Barber coming out of the backfield. The Nickel Double X sends two linebackers to sandwich Barber as he sprints down the sideline.

I Form Twin WR-Slant Posts



The Nickel Cover 2 includes a deeper drop by the linebackers, and this is what the defense needs to blanket the middle of the field against Toomer's deep slant route.

Stopping the WR Slant Posts

You need extra bodies to disrupt Chambers' streak, and the Dime Double Wide is perfect. With two defenders shadowing the wide receiver off the line, he will have a tough time running the designed route. He will become frustrated and break off the pattern to the sideline, where he has little room to maneuver.



Defending the Run ►►► 4-3 Man Lock



The Giants ranked eighth in the league against the run last year, largely because of the efforts of middle linebacker Michael Barrow and left end Michael Strahan. Barrow is quick to the outside, and Strahan roams the line with enough strength to hit a runner high and stop him in his tracks.

Beating the 4-3 Man Lock

Run the Weak Counter to neutralize the speed of the middle linebacker Barrow and the responsiveness of playmaking cornerback Jason Sehorn. After making the counter move to freeze the linebackers, cut back toward the middle to go against the pursuit (again).



Defending the Pass ►►► 4-3 Man Zone



The Giants' front four, specifically Strahan, know how to get to the quarterback, and cornerback Jason Sehorn and strong safety Shaun Williams lead an intuitive secondary. The 4-3 Man Zone uses a combination of coverages, with Sehorn covering the deep zone and Williams in man defense across the middle. The left outside linebacker comes hard on a straight blitz, adding teeth to an already strong pass rush.

Beating the 4-3 Man Zone

Against this defense, the only pass that works with regularity is a flare to the halfback coming out of the backfield on the strong side.



JACKSONVILLE JAGUARS

Home Field: ALLTEL Stadium™

Location: Jacksonville, Florida
Type: OpenCapacity: 73,000
Surface: Grass

★ STAR PLAYERS

#82 /

Jimmy Smith
Wide Receiver

KEY ATTRIBUTES

SPEED: 90	BREAKING TACKLES: 94
AGILITY: 91	AWARENESS: 95

IN HIS NINTH YEAR OUT OF JACKSON STATE, JIMMY SMITH IS A THREAT TO SCORE EVERY TIME HE TOUCHES THE BALL. BOASTING A GREAT COMBINATION OF SIZE AND SPEED, SMITH RUNS GREAT PATTERNS AND CAN OVERPOWER A CORNERBACK WHEN NECESSARY. SINCE THE START OF THE 1996 SEASON, SMITH HAS MORE RECEPTIONS THAN ANYONE IN THE NFL (562), CAPPED OFF BY HIS OUTSTANDING 2001 SEASON (112 RECEITIONS, 1,373 YARDS, AND EIGHT SCORES).

#90 /

Tony Brackens
Defensive End

KEY ATTRIBUTES

SPEED: 65	TACKLING: 84
STRENGTH: 82	AWARENESS: 82

TONY BRACKENS LED THE JAGS WITH 11 SACKS IN 2001 AND IS THE FRANCHISE'S ALL-TIME LEADER IN THE CATEGORY (48). HE OFTEN FIGHTS THROUGH DOUBLE TEAMS ON HIS WAY TO THE QUARTERBACK. KNOWN PRIMARILY AS A PASS RUSHER, BRACKENS IS ALSO SOLID IN RUN SUPPORT, OFTEN CHASING DOWN RUNNERS FROM BEHIND. HE ENTERS HIS EIGHTH NFL SEASON FOLLOWING AN ALL-AMERICAN CAREER AT TEXAS.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
6	10	0	294	286	3-5	3-5	5-8	1-2	5-5

TEAM RATINGS

Overall Rating:	72	
Offense:	77	
Defense:	71	
Special Teams:	70	
Quarterback:	86	
Featured Running Back:	87	
Wide Receivers:	82	

MEET THE COACH: Tom Coughlin

- NFL HEAD COACHING RECORD: JACKSONVILLE JAGUARS 66-54 (1994-PRESENT)
- PRIOR COACHING EXPERIENCE: HEAD COACH, BOSTON COLLEGE (1990-93); ASSISTANT COACH, NEW YORK GIANTS (1988-90); ASSISTANT COACH, GREEN BAY (1986-87)
- COLLEGE PLAYING CAREER: SYRACUSE 1965-67
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	John Henderson	DT	Tennessee
Two	Mike Pearson	T	Florida
Three	Akinola Ayodele	OLB	Purdue
Four	David Garrard	QB	East Carolina
Four	Chris Luzar	TE	Virginia
Six	Clinton Ballard	DT	SW Texas State
Seven	Kendall Newson	WR	Middle Tennessee
Seven	Steve Smith	SS	Oregon
Seven	Hayden Epstein	K	Michigan

SCOUTING REPORT

THE JAGUARS HAVE COMPLETELY RESTRUCTURED THEIR TEAM FOLLOWING A 6-10 2001. THE OFFENSIVE LINE, WHICH GAVE UP 57 SACKS, IS WITHOUT TONY BOSELLI, WHO WAS THE TOP PICK IN THE EXPANSION DRAFT, BUT ADDS CHRIS NAEOLE FROM NEW ORLEANS, WHO STARTS AT GUARD. SECOND-ROUND DRAFT CHOICE MIKE PEARSON WILL BE A ROOKIE STARTER AT TACKLE. EARLY COHESION ON THE LINE IS A MUST, BECAUSE QUARTERBACK MARK BRUNELL DOESN'T RUN AS WELL AS HE ONCE DID—BUT HE IS STILL DANGEROUS WITH ENOUGH TIME TO THROW. A POTENT RUNNING ATTACK CREATES TIME, AND FRED TAYLOR IS A BLEND OF SPEED AND POWER. STACEY MACK SERVES AS HIS BACKUP. JIMMY SMITH IS COMPARABLE TO ANY RECEIVER IN THE LEAGUE. HE AVERAGED 94 RECEITIONS PER SEASON THE PAST SIX YEARS. SMITH'S LONGTIME RUNNING MATE, KEENAN MCCARDELL, IS GONE. THIS OPENS UP A STARTING SPOT FOR EITHER PATRICK JOHNSON OR BOBBY SHAW, BOTH FREE-AGENT ACQUISITIONS. KYLE BRADY AND PETE MITCHELL GIVE BRUNELL A SURE-HANDED TIGHT END DUO.

ON THE DEFENSIVE SIDE OF THE BALL, TONY BRACKENS, THE FRANCHISE'S ALL-TIME SACK LEADER, IS THE ONLY RETURNING STARTER ON THE LINE. FIRST-ROUND DRAFT CHOICE JOHN HENDERSON WILL START AT TACKLE, AND INEXPERIENCED MARCUS STROUD AND PAUL SPICER ROUND OUT THE FRONT FOUR. T.J. SLAUGHTER SHOULD PROSPER IN HIS FIRST SEASON AS MIDDLE LINEBACKER. SAFETY DONOVIN DARIUS PLAYS AGAINST THE RUN AS WELL AS HE DOES THE PASS.

COACHING THE JAGUARS: YOUR OFFENSIVE LINE IS STILL LEARNING HOW TO PASS BLOCK, SO AVOID INTRICATE ROUTES THAT TAKE TIME TO DEVELOP. LEAN ON TAYLOR. HE CAN CHANGE THE OUTCOME OF GAMES. LET HIM RUN, AND THROW HIM THE BALL AS A RECEIVER. KEEP THE CLOCK MOVING. USE TWO-TIGHT-END SETS TO TAKE ADVANTAGE OF BRADY AND MITCHELL. THIS DEFENSE HAS A LOT OF HOLES, DESPITE BRACKENS'S DOMINANCE AS A PASS RUSHER. IN THE SECONDARY, DARIUS IS A PLAYMAKER, BUT YOU'LL NEED HIM TO HELP YOUR CORNERS IN PASS COVERAGE.



TEAM STATS

Category	Jaguars	Opponents
Total First Downs	289	300
First Downs (rush-pass-by penalty)	85-181-23	89-193-18
Third Down Conversions/Attempts	70/198	87/227
Fourth Down Conversions/Attempts	3/12	5/18
Total Offensive Yards	4,840	5,070
Offense (plays-avg. yards)	969-5.0	1,056-4.8
Total Rushing Yards	1,600	1,611
Rushing (plays-avg. yards)	372-4.3	469-3.4
Total Passing Yards	3,240	3,459
Passing (comp.-att.-int.-avg. per completion)	321-534-14-6.87	354-544-12-6.91
Sacks	43	63
Interceptions/Returns for TD	12/0	14/2
Field Goals Made/Attempts	18/28	26/35
Touchdowns	34	30
Touchdowns (rush-pass-returns-defensive)	11-20-0-2	15-13-1-2
Time of Possession	28:01	31:59

2001 RECAP

NFL Team Rankings

- | | |
|------------------|------|
| Scoring: | 20th |
| Pass Offense: | 17th |
| Rushing Offense: | 24th |
| Pass Defense: | 22nd |
| Rushing Defense: | 10th |
| Turnovers: | 18th |





INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Mark Brunell	473	289	61.1	3,309	19	13	2.7	57	84.1
Jonathan Quinn	61	32	52.5	361	1	1	1.6	6	69.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Stacey Mack	213	877	4.1	9	3	54
Elvis Joseph	68	294	4.3	0	2	27

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Jimmy Smith	112	1,373	12.3	8
Keenan McCardell	93	1,110	11.9	6
Kyle Brady	36	386	10.7	2

defensive leaders

Tackles: Hardy Nickerson, 88

Sacks: Tony Brackens, 11

Interceptions: Hardy Nickerson and Aaron Beasley, 3

KEY PLAYS

Running ►►► Singleback Slot Strong-HB Smash



Stopping the HB Smash

If the Jaguars cut off your outside pursuit, this play can be a game breaker. The 3-4 Pinch does a good job of circling around the slot receiver and tight end, making it more difficult for Taylor to break to the outside. If he is forced between the tackles, the defense is able to swarm to the ball.

This play runs behind big guard Chris Naeole, taking advantage of the tight end and slot receiver to shield the outside pursuit. When the Slot Strong formation works to perfection, the defense is completely closed off, creating a clear path to the outside. After he turns the corner, Taylor's blazing speed allows him to outrun almost everyone.

Singleback Twin TE-HB Off Tackle



Stopping the HB Off Tackle

Use pressure up the middle to stop this play. The 4-3 Mike Blitz is a good choice. But it takes more than one linebacker shooting a gap to bring down Taylor, so don't forget to gang tackle.

Use the twin-tight-end-set when you need to pound the ball inside. Although this play is designed to run between the tackle and tight end, you may find more room on right guard Chris Naeole's hip. Taylor is not overpowering, but he has an uncanny ability to break tackles even when running right at a linebacker, as pictured above.



Passing ►►► Singleback Trips WR-Play Action



Stopping the Play Action

The 4-3 Under 4 is in better position to push Smith toward the sideline before the ball is in the air. Don't bite on a pump fake to the slot receiver running a streak, or Smith will have the single coverage he desires.

This play eats zone defenses for breakfast. The speedy Smith leaves the coverage at the hash mark as he sprints toward the sideline. The play action gives the Jaguars' inexperienced offensive line extra time to hold back the rush and allow Brunell to make an accurate throw. Even with the play action, drift out to the right in case the protection breaks down in the middle.

Shotgun Normal Offset Wk-HB Flat



Stopping the HB Flat

Depending on the down and distance, stopping this play can be a gamble. It takes man defense in the short zones to stay with Taylor, but this is at the expense of single coverage on Smith. A good compromise is the Nickel Cover 2, which puts a cornerback on Taylor coming out of the backfield. The bump slows him down, but if he accelerates down the sideline, you're in trouble. Be prepared to take over the cornerback and chase Taylor down.

This is a great possession play that moves the chains and occasionally pops for a big gain. The slot and wide receiver on the left take at least two defenders 10 yards or more downfield, giving Fred Taylor room to operate out in the flat. Depending on the opposing formation, Taylor sometimes draws a major mismatch, like the defensive end pictured here. Expect 10–25 yards with this play, but take care not to lob it into coverage if the defenders break back toward the ball.



Defending the Run ►►► 4-3 Double X



Beating the 4-3 Double X

Stay away from Tony Brackens on the left if you want to gain positive yards on the ground against this defense. Use the I Form with a tight end and pound the right side with a Quick Toss or HB Lead Toss.

Tony Brackens doesn't need any help at right end. The 4-3 Double X complements his abilities by sending the left outside linebacker on a slanting blitz toward the middle of the field. Brackens also slants toward the center, so there is tremendous pressure on the guards. The cornerbacks and strong safety are geared to stop the run, so even if the ball carrier bounces to the outside, the pursuit should be more than adequate to shut down the play quickly. Note how Brackens shrugged off the double team to make the play in the pictures above.



Defending the Pass ►►► Nickel Man Zone



Beating the Nickel Man Zone

If the quarterback has time, this defense is most susceptible to flat passes and short slants across the middle. Avoid the pass rush long enough for your receivers to wear out the Jaguars' secondary.

The Man Zone depends on the linebackers for short and medium zone coverage on the weak side, while talented strong safety Donovin Darius plays man defense on the strong side. The left outside linebacker complements Tony Brackens's rush on the right side. The goal is to hurry the quarterback into bad decisions and worse throws. Without some level of pressure, this secondary is in trouble. Get to the quarterback.



INDIVIDUAL LEADERS

TEAMS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Vinny Testaverde	441	260	59.0	2,752	15	14	3.2	18	75.3
Chad Pennington	20	10	50.0	92	1	0	0.0	1	79.6

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Curtis Martin	333	1,513	4.5	10	3	47
Lamont Jordan	39	292	7.5	1	0	46

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Laveranues Coles	59	868	14.7	7
Wayne Chrebet	56	750	13.4	1
Curtis Martin	53	320	6.0	0

defensive leaders

Tackles: James Farrior, 106

Sacks: John Abraham, 13

Interceptions: Aaron Glenn, 5

KEY PLAYS



Running >>> I Form Big-HB Toss



Stopping the HB Toss Strong

If you are blessed with speed at outside linebacker, the 4-3 Under Man pressures the strong side and often overpowers the tight end, keeping Martin from turning the corner. The strong safety and left cornerback provide run support and lateral pursuit in case Martin pops outside.

Curtis Martin has it all: speed, acceleration, awareness, and the ability to break tackles at will. Spring him to the outside quickly, taking a tight path alongside the tight end, then around the corner. Try not to swing too wide, because right tackle is not the strongest point on the Jets' line, and the blocking sometimes breaks down before Martin turns upfield. Use the halfback's abilities to juke defenders out of their shoes as you keep moving, cutting, and pushing ahead through traffic.

I Form Big-HB Lead Dive



Stopping the HB Lead Dive

In short-yardage situations, use alternate angles on the defensive line, like in the 4-3 Sam Blitz. The interior linemen pinch toward the center while both ends slant toward the strong side. The left outside linebacker slips into the strong-side gap behind the left tackle, providing an extra push. If the play bounces outside, the remaining linebackers and both corners are playing tight to the line.

To change the pace, run Martin inside behind big left tackle Jason Fabini. The Lead Dive unfolds quickly, and there is often daylight after fullback Richie Anderson bores through the line.

Passing >>> Weak I Twins-TE Slant Out



With all the attention on Coles and Chrebet, this is a perfect call, especially when the defense is preoccupied with defending the long pass. Tight end Anthony Becht takes a long slant right at the cornerback, and at 6'5", 265, he towers over any defensive back in the league.

NEW YORK JETS

Stopping the TE Slant Out

Calling all linebackers! Help the cornerbacks with a big body on Becht. In the 4-3 Strong Zone, the left outside linebacker runs briefly with the tight end—just long enough to slow him down and give the cornerback a chance to get better position. This forces the quarterback to delay his throw long enough for the coverage to tighten, thereby putting additional pressure on the pass blocking.

Singleback 4 WR-PA FL Stretch



When Curtis Martin is in the backfield on 3rd and long, the defense must respect his pass-catching ability. Look for Coles running a blazing streak down the right sideline. The play action gives the linebackers something to think about, and this buys enough time for Coles to outrun the secondary.

Stopping the PA FL Stretch

It's never easy covering a receiver with blazing speed, and a deep zone is not always the answer. The Dime Cover 2 Pinch attempts to bump Coles at the line before assigning two defensive backs to angle toward him down the field, one at medium depth and the other deep. If your defensive backs can't keep up, use the Dime Prevent. Be prepared to give up yardage underneath as you collapse the coverage.



Defending the Run ►►► 4-3 Cover 2



With All-World John Abraham at right end and linebacking trio Lewis, Jones, and Cowart (from left to right), the Jets' run defense is solid this year, despite finishing 29th in the league a season ago. Strong safety Sam Garnes provides excellent run support in the Jets Cover 2 defense.

Beating the 4-3 Cover 2

If you have a strong twin-tight-end set (with a tight end and left tackle who can slow down Abraham), run counters at the 4-3 Cover 2. The linebackers lose a step when adjusting to the misdirection.



Defending the Pass ►►► 4-3 Sweet Blitz



Beating the 4-3 Sweet Blitz

If you don't have a lightning release in the pocket, get out of the way when the Jets start blitzing. Use a two-back set with a tight end, and look for a short pass in the flat or an out to the tight end. If you can squeeze out a few 1st downs with short ball-control passes, the defense will back off and you'll be able to resume control of your passing game.

Keep the pressure on until the offense proves it can handle it. The Sweet Blitz sends both outside linebackers, and John Abraham (13 sacks last year) is a load unto himself. Drop the opposing quarterback for a big loss once each series to control the field.



Home Field: Ford Field
Location: Detroit, Michigan

Type: Dome
Capacity: 65,000

Surface: Turf

★ STAR PLAYERS

#81 Az-Zahir Hakim
Wide Receiver

KEY ATTRIBUTES

SPEED: 98 **BREAKING TACKLES:** 80

AGILITY: 96 **AWARENESS:** 66

AZ-ZAHIR HAKIM COMES INTO HIS FIFTH NFL SEASON (BUT HIS FIRST IN DETROIT) AS A MULTIDIMENSIONAL THREAT. OUT OF SAN DIEGO STATE, HAKIM, ONE OF THE NFL'S FASTEST MEN, CAN BEAT ANYONE DOWN THE FIELD WITH HIS BLINDING SPEED, BUT IS MOST DANGEROUS AS A KICK RETURNER. DEFENSES MUST RESPECT HIS SPEED. HE WON A SUPER BOWL RING WITH THE ST. LOUIS RAMS AND BRINGS THAT WINNING ATTITUDE TO THE LIONS.

#91 Robert Porcher
End

KEY ATTRIBUTES

SPEED: 63 **TACKLING:** 87

STRENGTH: 87 **AWARENESS:** 89

ROBERT PORCHER BEGINS HIS 11TH SEASON IN THE LEAGUE, ALL WITH DETROIT, AFTER EARNING A THIRD STRAIGHT TRIP TO THE PRO BOWL. HE FINISHED THE SEASON WITH 11 SACKS AND IS THE LIONS' ALL-TIME LEADER WITH 85.5. IT IS A TESTAMENT TO PORCHER'S TALENT THAT HE IS CONSISTENTLY AMONG THE LEAGUE LEADERS IN SACKS. OPPONING COACHES ROUTINELY DOUBLE-TEAM HIM.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
2	14	0	270	424	2-6	0-8	0-4	2-10	1-7

TEAM RATINGS

Overall Rating:	68	
Offense:	66	
Defense:	75	
Special Teams:	82	
Quarterback:	73	
Featured Running Back:	78	
Wide Receivers:	80	

MEET THE COACH: MARTY MORNHINWEG

- NFL HEAD COACHING RECORD: DETROIT LIONS 2-14 (2001-PRESENT)
- PRIOR COACHING EXPERIENCE: OFFENSIVE COORDINATOR, SAN FRANCISCO (1997-00); ASSISTANT COACH, GREEN BAY (1995-96); OFFENSIVE COORDINATOR, NORTHERN ARIZONA UNIVERSITY (1994)
- COLLEGE PLAYING CAREER: MONTANA 1981-84; FOUR-YEAR STARTER AT QUARTERBACK
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Joey Harrington	QB	Oregon
Two	Kalimba Edwards	DE	South Carolina
Three	Andre Goodman	DB	South Carolina
Four	John Taylor	DE	Montana State
Five	John Owens	TE	Notre Dame
Seven	Luke Staley	RB	BYU
Seven	Matt Murphy	TE	Maryland
Seven	Victor Rogers	T	Colorado

✓ SCOUTING REPORT

AFTER A 2-14 2001, THE LIONS ARE ON THE RIGHT TRACK TOWARD RESPECTABILITY. JOEY HARRINGTON WAS DETROIT'S FIRST PICK IN THE DRAFT, BUT WILL START THE SEASON AT NUMBER TWO ON THE QUARTERBACK DEPTH CHART BEHIND SECOND-YEAR MAN MIKE McMAHON. LOOK FOR HARRINGTON TO GET A CHANCE IF McMAHON FALTTERS. JAMES STEWART IS THE FEATURED BACK. ATTRIBUTE HIS 685 YARDS IN 2001 TO THE FACT THAT THE LIONS WERE ALWAYS PLAYING FROM BEHIND. THE OFFENSIVE LINE MUST IMPROVE ITS PASS PROTECTION AFTER GIVING UP 66 SACKS A YEAR AGO. BOTH STARTING RECEIVERS COME VIA FREE AGENCY. AZ-ZAHIR HAKIM, WHO SPENT HIS FIRST FOUR YEARS WITH THE RAMS WINNING A SUPER BOWL RING, IS ONE OF THE LEAGUE'S FASTEST MEN. FORMER PACKER BILL SCHROEDER SPENT THE PAST TWO SEASONS AS BRETT FAVRE'S FAVORITE TARGET AND PROVIDES McMAHON A DEPENDABLE SET OF HANDS. MIKAEL RICKS, A FORMER WIDE RECEIVER WITH THE CHARGERS, REPLACES DAVID SLOAN AT TIGHT END.

THE DEFENSE NEEDS TO OVERACHIEVE IF THEY ARE TO CONSISTENTLY STOP THE OPPONENT. ROBERT PORCHER ACCOUNTED FOR MORE THAN A THIRD OF DETROIT'S SACK TOTAL IN 2001 WITH 11. LAST YEAR'S TOP PICK SHAUN ROGERS IS ON THE VERGE OF BECOMING A STAR ON THE LINE. LINEBACKER CHRIS CLAIBORNE LED THE UNIT

WITH 77 TACKLES AND IS A FORCE AGAINST THE RUN. THE SECONDARY LACKS SPEED, BUT FREE-AGENT ACQUISITIONS COREY HARRIS AND BRIAN WALKER WILL INFUSE ENERGY IN THE DEFENSIVE BACKFIELD. JASON HANSON IS BACK FOR AN 11TH SEASON HANDLING PLACE-KICKING DUTIES. HE'LL LIKELY PASS EDDIE MURRAY AS THE LIONS' ALL-TIME POINTS LEADER DURING THE 2002 CAMPAIGN.

COACHING THE LIONS: THE STRENGTH OF THIS OFFENSIVE UNIT IS ITS SPEED. HAKIM CAN RUN PAST ANYONE, AND SCHROEDER IS DECEPTIVELY QUICK. USE OUT PASSES AND CROSSES TO GET THEM THE BALL. STEWART IS EFFECTIVE WHEN RUNNING BETWEEN THE TACKLES, BUT LACKS THE SPEED TO REACH THE OUTSIDE. ON DEFENSE, PORCHER AND ROGERS CAN DOMINATE ONE SIDE OF THE FIELD, BUT ELLISS AND DEVRIES NEED HELP ON THE OTHER SIDE. SET UP THE PUNT RETURN FOR DESMOND HOWARD, AND PICK UP A FEW QUICK SCORES.

TEAM STATS

Category	Lions	Opponents
Total First Downs	289	321
First Downs (rush-pass-by penalty)	74-184-31	99-189-33
Third Down Conversions/Attempts	76/222	87/210
Fourth Down Conversions/Attempts	12/25	6/13
Total Offensive Yards	4,994	5,521
Offense (plays-avg. yards)	1,026-4.9	1,015-5.4
Total Rushing Yards	1,398	1,993
Rushing (plays-avg. yards)	351-4.0	470-4.2
Total Passing Yards	3,596	3,528
Passing (comp.-att.-int.-avg. per completion)	343-609-24-6.52	312-514-16-7.30
Sacks	31	66
Interceptions>Returns for TD	16/3	24/3
Field Goals Made/Attempts	21/30	19/27
Touchdowns	30	52
Touchdowns (rush-pass-returns-defensive)	8-18-0-4	15-30-1-5
Time of Possession	28:34	31:26

2001 RECAP

NFL Team Rankings

- | | |
|------------------|------|
| Scoring: | 26th |
| Pass Offense: | 6th |
| Rushing Offense: | 28th |
| Pass Defense: | 25th |
| Rushing Defense: | 23rd |
| Turnovers: | 30th |



INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Charlie Batch	341	198	58.1	2,392	12	12	3.5	33	76.8
Ty Detmer	151	92	60.9	906	3	10	6.6	12	56.9

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
James Stewart	143	685	4.8	1	0	38
Lamont Warren	61	191	3.1	3	1	34

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Johnnie Morton	77	1,154	15.0	4
Corey Schlesinger	60	466	7.8	0
Lamont Warren	40	336	8.4	1

defensive leaders

Tackles: Chris Claiborne, 77

Sacks: Robert Porcher, 11

Interceptions: Todd Lyght, 4

KEY PLAYS

Running ►►► Singleback Big-Split Belly



Stopping the Split Belly

The 4-3 Double Z focuses its energy on the left side of the offensive line, with a balanced rush by the front four and a blitzing right outside linebacker. This formation keys on runs between the tackles, which is fine against the Lions and James Stewart. However, pursuit to the outside is only average, so don't use this against a back with breakaway speed.

James Stewart gets dependable yardage if you clear the way with big sets and good blocking from the tackles and fullback. The left side of the Lions' offensive line has more talent than the right, which gives the Split Belly a good chance for success, even without a blocking back. Look for an opening alongside left tackle Jeff Backus and run north or south through the hole before it closes.

Strong I Normal-HB Power



Stopping the HB Power

Try the 4-3 Double X to pressure the right side of the offensive line. The blitzing left outside linebacker slants across the tight end, clogging the middle of the line, and making it difficult for the blocking to seal off the linebackers.

James Stewart lacks open-field speed, but is big enough to run over people, and that is what you must do to make decent yardage on the HB Power. With the tight end in place, you'll have enough blocking to turn the corner, and the rest is up to you. Keep pounding, juking, and stiff-arming as you push for extra yards.

Passing ►►► I Form Twin WR-PA Misdirection



This play attacks the center of the field with Bill Schroeder running a deep slant. Throwing over the middle is always an adventure, but Schroeder is sure-handed. His route takes him safely beyond the linebackers, so there is little risk of an interception if you hit the receiver in the middle of the field.

Stopping the PA Misdirection

The Nickel Cover 4 gives you enough defenders to cover Schroeder, but this pass is difficult to stop if the quarterback delivers the ball on cue. Part of the problem is that Hakim lines up on the same side and runs a streak, drawing single or double coverage. The defenders are there, but you'll probably need to take over the free safety and shadow Schroeder as he emerges from the cluster of players on the left side of the field.

Shotgun Normal Offset Wk-Double Slant



The acquisition of Az-Zahir Hakim obviously made quarterback Mike McMahon's off-season much brighter. It is not possible to stay with this receiver, so don't feel you have to go deep to utilize his talents. Hakim will leave any defender behind when he makes his cut to the sideline, so deliver the ball for 20 yards and a first down.

Stopping the Double Slant

We tried stopping this play with a number of coverages, using some of the best pass defenses in the league, and the results were dismal. Concentrate on hurrying McMahon into a bad throw. The Nickel Silver did the trick, producing one completion, one knockdown, two sacks, and one interception for a touchdown. The left outside linebacker is the key player in this formation; if he gets a clean shot, McMahon has to throw it away or take the sack.

Defending the Run ►►► 4-3 Double TE



Thanks to Robert Porcher, the left side of the Lions' defensive line is an impenetrable wall, as pictured in the play above. The 4-3 Double TE adds a blitz to the other side, making this a formidable set for stopping the inside run, and middle linebacker Chris Claiborne reacts well to the outside.

Beating the 4-3 Double TE

Eventually, you will have success running outside on this defense, because Claiborne cannot be everywhere at once. Use a big set and keep running wide until you wear down the outside linebackers.

Defending the Pass ►►► 4-3 Tango



Getting Robert Porcher in the quarterback's face is your best defense against the pass. The 4-3 Tango brutalizes the left side with Porcher and two blitzing linebackers. It takes a mountain of offensive linemen to stop this rush, but if the quarterback gets away, he'll have free rein picking apart the Lions' secondary.

Beating the 4-3 Tango

You cannot stop this rush without a tight end. Use a Singleback Big set and roll out away from the pressure. Look for short drag or hitch routes, like in the Double Hitch or TE Middle. Stay away from play action.



GREEN BAY PACKERS

Home Field: Lambeau Field
Location: Green Bay, Wisconsin

Type: Open
Capacity: 60,890

Surface: Grass

★ STAR PLAYERS



Ahman Green
Halfback

KEY ATTRIBUTES

SPEED: 94 **BREAKING TACKLES:** 89
AGILITY: 93 **AWARNESS:** 86

ENTERING HIS FOURTH SEASON FROM NEBRASKA, AHMAN GREEN POSSESSES A RARE COMBINATION OF SIZE AND SPEED TO GO ALONG WITH ELUSIVENESS AND AN ABILITY TO WEAR DOWN OPPONENTS AS THE GAME PROGRESSES. HE IS EFFECTIVE EITHER RUNNING BETWEEN THE TACKLES OR TO THE OUTSIDE. GREEN IS A NATURAL RECEIVER WITH SOFT HANDS, RANKING AS ONE OF THE LEAGUE'S BEST OUT OF THE BACKFIELD. HE LED THE PACK IN RUSHING AND RECEPTIONS IN 2001 AND WAS REWARDED WITH HIS FIRST TRIP TO THE PRO BOWL.



Darren Sharper
Strong Safety

KEY ATTRIBUTES

SPEED: 87 **TACKLING:** 76
CATCHING: 73 **AWARNESS:** 90

DARREN SHARPER HAS MORE INTERCEPTIONS THE PAST TWO SEASONS (15) THAN ANYONE ELSE IN THE NFL. HE IS ONE OF THE BEST AT READING THE QUARTERBACK'S EYES. SHARPER HAS GOOD SPEED, BUT IS NOTED MORE FOR BEING ONE OF THE LEAGUE'S SMARTEST PLAYERS. HE'LL STOP THE RUN WHEN NECESSARY, AND HE HAS OUTSTANDING RANGE IN THE OPEN FIELD. SHARPER WAS VOTED ALL-PRO FOLLOWING A STELLAR 2000 SEASON IN WHICH HE LED THE LEAGUE WITH 9 INTERCEPTIONS.

✓ SCOUTING REPORT

DESPITE BEING FIVE YEARS REMOVED FROM A SUPER BOWL TITLE, THE PACKERS ARE STILL FEARED IN THE NFC. THIS HAS EVERYTHING TO DO WITH BRETT FAVRE, WHO THREW FOR 32 TOUCHDOWNS AND ONLY 15 INTERCEPTIONS IN 2001 AND WAS NAMED TO THE NFC PRO BOWL TEAM. FAVRE'S STRONG ARM AND FLAIR FOR THE DRAMATIC MAKES GREEN BAY A CONSTANT THREAT. BUBBA FRANKS HAS LIVED UP TO HIS TOP-DRAFT STATUS FROM 2000, PLAYING IN HIS FIRST PRO BOWL AFTER LEADING ALL NFL TIGHT ENDS WITH NINE TOUCHDOWNS A YEAR AGO. TERRY GLENN AND ROBERT FERGUSON ARE THE STARTING RECEIVERS. GLENN COMES TO LAMBEAU FROM THE PATRIOTS, WHERE HE ENJOYED A PRODUCTIVE BUT TURBULENT SIX SEASONS. FERGUSON WAS A SECOND-ROUND DRAFT CHOICE IN 2001, AND COACH SHERMAN BELIEVES NOW IS HIS TIME TO SHINE. TOP DRAFT CHOICE JAVON WALKER HAS THE SPEED THAT WILL STRETCH DEFENSES AND SHOULD PUSH FERGUSON FOR THE NUMBER-TWO SPOT.

KABEER GBAJA-BIAMILA WAS THE SURPRISE OF THE 2001 SEASON FOR THE PACKERS' DEFENSIVE LINE. THE FIFTH-

COACHING THE PACKERS: USE YOUR SECONDARY ON DEFENSE. MOST OF THE TIME, YOUR CORNERS CAN HANDLE MAN-TO-MAN SINGLE COVERAGE. THIS FREES UP BUTLER AND SHARPER TO CHEAT AGAINST THE RUN OR BLITZ THE QUARTERBACK. HOWEVER, WHEN GOING UP AGAINST THE LIKES OF RANDY MOSS, SCRAPP THE SINGLE COVERAGE IDEA. ON OFFENSE, BECAUSE OF FAVRE'S STRONG ARM, THE PACKERS ARE ALWAYS IN SCORING RANGE. LOOK FOR GLENN WHEN HE IS COVERED BY A LONE CORNER. GREEN IS EXTREMELY UNDERRATED AT HALFBACK. THIS GUY CAN DO ANYTHING; USE HIM AS A RECEIVER, TOO.

ROUND DRAFT CHOICE IN 2000 FROM SAN DIEGO STATE EMERGED AS A STARTER AND FINISHED FOURTH IN THE NFL WITH 13.5 SACKS. THE LINEBACKERS ARE INEXPERIENCED, BUT NATE WAYNE IS A RISING STAR. THE SECONDARY IS THE STRONG POINT OF THIS DEFENSE. LEROY BUTLER IS BACK FOR A 13TH SEASON AT STRONG SAFETY, AND DARREN SHARPER STARTS AT FREE SAFETY. RYAN LONGWELL HAS A STRONG LEG, BUT HE MUST IMPROVE OVER HIS 2001 CAMPAIGN, IN WHICH HE CONVERTED JUST 64.5 PERCENT OF HIS THREE-POINT ATTEMPTS.

2001 RECAP

NFL Team Rankings

Scoring:	5th
Pass Offense:	3rd
Rushing Offense:	20th
Pass Defense:	15th
Rushing Defense:	16th
Turnovers:	5th

TEAM STATS

Category	Packers	Opponents
Total First Downs	282	278
First Downs (rush-pass-by penalty)	72-187-23	83-176-19
Third Down Conversions/Attempts	72/197	93/238
Fourth Down Conversions/Attempts	3/6	9/22
Total Offensive Yards	5,463	4,937
Offense (plays-avg. yards)	942-5.8	1,041-4.7
Total Rushing Yards	1,693	1,769
Rushing (plays-avg. yards)	410-4.1	406-4.4
Total Passing Yards	3,770	3,168
Passing (comp.-att.-int.-avg. per completion)	314-510-15-7.69	341-583-20-6.01
Sacks	52	22
Interceptions/Returns for TD	20/2	15/2
Field Goals Made/Attempts	20/31	22/28
Touchdowns	47	28
Touchdowns (rush-pass-returns-defensive)	11-32-1-3	10-14-0-4
Time of Possession	29:32	30:28

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Brett Favre	510	314	61.6	3,921	32	15	2.9	22	94.1
running backs	RUSHES	YARDS		PER CARRY	TD	FUMBLES		LONG	
Ahman Green	304	1,387		4.6	9	5		83	
Dorsey Levens	44	165		3.8	0	0		40	
receivers	REC	YARDS		YDS PER CATCH	TD				
Amani Toomer	62	594		9.6	2				
Tiki Barber	53	918		15.7	9				
Ike Hilliard	52	818		15.7	6				

defensive leaders

Tackles: Tyrone Williams, 76

Sacks: Kabeer Gbaja-Biamila, 13.5

Interceptions: Darren Sharper, 6

KEY PLAYS

Running >>> I Form Big-HB Sweep



Stopping the HB Sweep

Load up the strong side of the offense with everything in your arsenal. The 46 SS Blitz is as aggressive as you can get to stop the run. But, even with the strong safety flying past the lead blockers, Green is one juke away from daylight. A less radical approach is the 4-3 Double TE (don't forget to flip the blitzing linebacker to the strong side).

Call Ahman Green's number to dominate any defense with your running game. Green can break any play in any direction, no matter where it is designed to go. Green is in his element on the Packer sweep, where he can see the field and gain 8–10 yards at a crack. Don't be afraid to cut back on a dime, because Green can do whatever you have in mind.

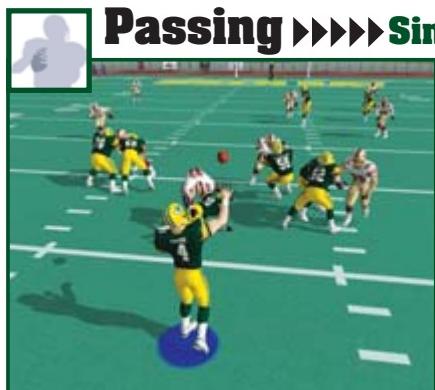
Singleback Slot Strong-HB Sprint



Stopping the HB Sprint

The 4-3 Whip Man uses a defensive line slant to undercut the blocking, and it is the best choice for slowing down Green and the Packers' running game. The slant produces a gap in the offensive line between the center and guard, so explode into the backfield before Green accelerates past the line.

The HB Sprint hits the line hard between the guard and tackle. Run straight to the hole, then cut back and forth to work through the defense. You'll be amazed at how many times Green pops out on the other side with his legs still churning.



This play is guaranteed thanks to the sure hands of Bubba Franks. There isn't a linebacker in the league who can stay with Franks over the middle, so when you need 10 yards, this is the play that will move the chains.

Stopping the TE Under

The 4-3 Cover 2 puts four defenders around Franks as he crosses the hash marks. Unfortunately for most defenses, Brett Favre can make this play work. Swarm to the ball, swat, and hope for the best.

Shotgun-Slot Z Chair



This play is tailor-made for new receiver Terry Glenn. The "Z" stands for Glenn's route on this three-stage deep route that should leave at least two defenders grabbing at air. The route begins as an innocent 5-yard comeback. But, when the cornerback bites on the move, Glenn takes off on a streak. Watch the deep coverage and decide whether to fire the ball in early for a crisp 15-yard gain, or loft it downfield and let Glenn gather it in for 6 points.

Stopping the Slot Z Chair

To contain Glenn and keep him from the end zone, the Nickel Cover 4 will guarantee that he gets zero yards after the catch. However, this formation opens up the short and medium zones, giving Favre more options. The Nickel Cover 2 pays more attention to the middle of the field, leaving only two defensive backs in deep zone coverage. It is a good choice, although Glenn has a better chance to elude his defenders.



Defending the Run ►►► Defending Against the Run



Beating the 4-3 Double X

Run left, keeping your halfback away from Sharper and McKenzie. The I Form Big-HB Lead Toss gives you plenty of beef for attacking the right side of the Packers' defense, where you'll have reasonable success on the ground.

Green Bay's strength on defense is the secondary: specifically, strong safety Darren Sharper and veteran free safety Leroy Butler. Mike McKenzie is an excellent cover cornerback, which allows Sharper to move up and challenge the run. With help from the secondary, middle linebacker Hardy Nickerson is capable of pursuing to either side and shutting down the run. The 4-3 Double X brings up the safeties in run support, and you'll be pleased with the results.



Defending the Pass ►►► 4-3 Thunder



Beating the 4-3 Thunder

For most secondaries, staying in the 4-3 Thunder on 3rd and long would be a mistake, but the Packers can pull it off with their personnel. Going deep against this defense is no guarantee that you're going to beat the coverage. A better strategy is to use crossing patterns to either sideline, forcing the corners to run laterally and screening one of them out of the play.

What a luxury to be able to play man coverage! The 4-3 Thunder blankets the middle of the field, making it extremely difficult for tight ends running drag routes or for wide receivers on slant patterns. Expect to see Sharper and McKenzie knocking down or intercepting passes left and right.



Home Field: Ericsson Stadium™

Location: Charlotte, North Carolina
Type: OpenCapacity: 73,250
Surface: Grass

★ STAR PLAYERS


Muhsin Muhammad
Wide Receiver

KEY ATTRIBUTES

SPEED: 84**CATCHING:** 91**ACCELERATION:** 84**AWARENESS:** 87

MUHSIN MUHAMMAD ENTERS HIS SEVENTH SEASON OUT OF MICHIGAN STATE. AFTER A CAREER YEAR IN WHICH HE WAS TIED FOR THE NFL LEAD WITH 102 RECEITIONS IN 2000, HIS PRODUCTIVITY SLIPPED TO 50 CATCHES IN 2001. THIS HAD EVERYTHING TO DO WITH CAROLINA'S STARTING A ROOKIE QUARTERBACK. MUHAMMAD IS A BIG PHYSICAL RECEIVER WHO RUNS GREAT ROUTES AND CAN OVERPOWER DEFENSIVE BACKS IN A FIGHT FOR THE BALL. HE HAS TOPPED THE NFC IN RECEITIONS FOR TWO STRAIGHT YEARS (2000 AND 2001).


Julius Peppers
End

KEY ATTRIBUTES

SPEED: 81**TACKLING:** 70**CATCHING:** 75**AWARENESS:** 55

JULIUS PEPPERS IS CAROLINA'S TOP DRAFT CHOICE, AND DESPITE HIS ROOKIE STATUS, HE IS THE DOMINANT PLAYER ON THIS DEFENSE. STANDING 6'6" AND WEIGHING IN AT 283 POUNDS, THE FORMER ALL-AMERICAN FROM NORTH CAROLINA TERRORIZED OFFENSIVE LINEMEN IN THE ATLANTIC COAST CONFERENCE, AND THAT TREND WILL CONTINUE IN THE NFL. HE PLAYED BASKETBALL AT NORTH CAROLINA AND HELPED LEAD THE TAR HEELS TO THE FINAL FOUR DURING HIS SOPHOMORE SEASON.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
1	15	0	253	410	0-8	1-7	0-4	1-11	0-8

TEAM RATINGS

Overall Rating:	66	██████████
Offense:	63	███████████
Defense:	73	███████████
Special Teams:	83	███████████
Quarterback:	70	██████████
Featured Running Back:	75	██████████
Wide Receivers:	76	██████████

MEET THE COACH: JOHN FOX

* NFL HEAD COACHING RECORD: FIRST HEAD COACHING JOB
► PRIOR COACHING EXPERIENCE: DEFENSIVE COORDINATOR, NEW YORK GIANTS (1997-01); CONSULTANT, ST. LOUIS RAMS (1996); DEFENSIVE COORDINATOR, LOS ANGELES/OAKLAND RAIDERS (1994-95)
► COLLEGE PLAYING CAREER: SAN DIEGO STATE 1976-77
► NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Julius Peppers	DE	North Carolina
Two	Deshawn Foster	RB	UCLA
Three	Will Witherspoon	OLB	Georgia
Four	Dante Wesley	CB	Arkansas-Pine Bluff
Five	Randy Fasani	QB	Stanford
Five	Kyle Johnson	FB	Syracuse
Six	Keith Heinrich	TE	Sam Houston State
Seven	Pete Campion	G	North Dakota State
Seven	Brad Franklin	CB	UL-Lafayette

✓ SCOUTING REPORT

THE PANTHERS WON THEIR FIRST GAME OF THE 2001 SEASON, THEN DROPPED 15 IN A ROW. SECOND-YEAR MAN CHRIS WEINKE WILL AGAIN START AT QUARTERBACK AFTER A BAPTISM OF FIRE LAST SEASON PRODUCED 19 INTERCEPTIONS TO 11 TOUCHDOWNS FOR AN NFC-LOW QUARTERBACK RATING OF 62. LAMAR SMITH JOINS THE PANTHERS AFTER TWO PRODUCTIVE YEARS IN MIAMI AND WILL RECEIVE THE BULK OF THE WORK AT HALFBACK. DESPITE A PROPENSITY TO FUMBLE, SECOND-ROUND DRAFT CHOICE DESHAUN FOSTER DESERVES SOME CARRIES. MUHSIN MUHAMMAD STARTS AT WIDE RECEIVER, AND THE SECOND SPOT IS UP FOR GRABS. ISAAC BYRD HAS THE INSIDE TRACK TO THE POSITION, BUT SPEEDY PATRICK JEFFERS AND SECOND-YEAR MAN STEVE SMITH WILL SEE PLENTY OF ACTION. WESLEY WALLS, THE TEAM'S ALL-TIME LEADER IN TOUCHDOWNS, IS SLOWING AT AGE 36, BUT HAS THE BEST HANDS ON THE TEAM.

MIKE RUCKER LED THE PANTHERS WITH NINE SACKS IN 2001, AND HE WILL BENEFIT FROM THE PRESENCE OF TOP DRAFT CHOICE JULIUS PEPPERS. DAN MORGAN, LAST YEAR'S PICK, WILL PLAY MIDDLE LINEBACKER AND WILL MAKE A LOT OF PLAYS IN THE MIDDLE OF THE FIELD. THE SECONDARY GIVES CAROLINA FANS LITTLE HOPE FOR IMPROVEMENT ON THE 2001 SEASON. NEWCOMERS DERON JENKINS AND TERRY COUSIN ARE THE STARTING CORNERS, WITH MIKE

MINTER AND DEON GRANT MANNING THE SAFETY SPOTS. WHILE OK AGAINST THE RUN, THIS DEFENSIVE BACKFIELD IS POOR AT STOPPING THE PASS. THE PANTHERS POSSESS A DYNAMIC KICKING DUO IN PLACE KICKER JOHN KASAY (23-28 FIELD GOALS IN 2001) AND PRO-BOWL PUNTER TODD SAUERBRUN.

COACHING THE PANTHERS: THE OFFENSIVE LINE IS A BRIGHT SPOT ON THIS SQUAD. RUN THE FOOTBALL BEHIND THESE GUYS. KEEP THE CLOCK MOVING AND KEEP YOUR DEFENSE OFF THE FIELD. THROW THE BALL TO MUHAMMAD AND WALLS. ON DEFENSE, MORGAN IS A STAR AND WILL STOP THE RUN, BUT THE SECONDARY IS POROUS. PRESSURE THE QUARTERBACK INTO MAKING QUICK DECISIONS. A LACK OF PERSONNEL MAKES GAMBLING ON DEFENSE AN UNFORTUNATE NECESSITY WITH THIS GROUP.

TEAM STATS

Category	Panthers	Opponents
Total First Downs	236	304
First Downs (rush-pass-by penalty)	68-144-24	106-187-11
Third Down Conversions/Attempts	67/219	97/233
Fourth Down Conversions/Attempts	5/21	7/10
Total Offensive Yards	4,254	5,943
Offense (plays-avg. yards)	965-4.4	1,057-5.6
Total Rushing Yards	1,372	2,301
Rushing (plays-avg. yards)	355-3.9	521-4.4
Total Passing Yards	2,882	3,642
Passing (comp.-att.-int.-avg. per completion)	314-579-22-5.35	306-510-24-7.47
Sacks	26	31
Interceptions/Returns for TD	24/1	22/6
Field Goals Made/Attempts	23/28	25/30
Touchdowns	27	48
Touchdowns (rush-pass-returns-defensive)	9-12-1-2	13-25-3-8
Time of Possession	27:29	32:31

2001 RECAP

NFL Team Rankings

Scoring:	29th
Pass Offense:	26th
Rushing Offense:	29th
Pass Defense:	28th
Rushing Defense:	31st
Turnovers:	15th

INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Chris Weinke	540	293	54.3	2,931	11	19	3.5	26	62.0
Matt Lytle	30	17	56.7	133	1	3	10.0	3	39.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Richard Huntley	166	665	4.0	2	3	25
Tim Biakabutuka	53	230	4.3	1	3	27

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Donald Hayes	52	597	11.5	2
Muhsin Muhammad	50	585	11.7	1
Wesley Walls	43	452	10.5	5

defensive leaders

Tackles: Mike Miller and Lester Towns, 64

Sacks: Mike Rucker, 9

Interceptions: Doug Evans, 8

KEY PLAYS

Running ►►► I Form Normal HB Blast



The Panthers must establish the run to take pressure off the quarterback, and no play does this better than the HB Blast. Lamar Smith follows fullback Brad Hoover and takes advantage of the gaping hole created on the left side of the line between Todd Steussie and Kevin Donnalley. Wait for the opening. After you get through the line, bounce to the outside or continue straight up the field. Do not get outside before going through the line, because Steussie will push the end in your direction.

Stopping the HB Blast

This offensive set consistently nets positive yardage, but can be slowed by a 4-3 Man Lock with the outside linebacker staying home and meeting the halfback as he hits the opening. Allow the hole to open, then shoot the gap.

Near-Normal HB Toss



Stopping the HB Toss

This play is difficult to stop, but in the 4-3 Crash Blitz set, the line will collapse from the outside in, closing off that corridor to the sideline. The outside cornerback will be in the backfield to meet the halfback.

Run the HB Toss to the strong side of the field. Send fullback Brad Hoover in motion to provide extra blocking, and watch as the outside opens up for Lamar Smith. Proceed around the corner and scoot down the sideline for a big gain.

Passing ►►► I Form Normal WR Post



Stopping the WR Post

Stopping this set requires a 4-3 Strong Zone. This defensive formation keeps defenders distributed evenly across the field. Hoover may still catch the pass, but you'll have a corner there to meet him when he does. To prevent Walls from getting the ball, position a linebacker in front of him to break up the play.

Timing is important when trying to execute a play, but for the WR Post to be effective, timing is everything. As Chris Weinke drops back, fullback Brad Hoover looks as if he will stay in the backfield as a blocker. At the last moment, he flares out to the right side and will either be open or covered by a linebacker. If you don't like the look of that option, tight end Wesley Walls streaks up the middle of the field and turns around to provide a large sure-handed target 10 yards down the field.

Shotgun Normal In N Out



Stopping the In N Out

Stopping this play is tricky. Run the Nickel Silver formation, which gives you an extra pass defender. Pressure the quarterback into making a quick decision and have a linebacker in the middle of the field where the receiver and tight end cross.

This is a multifaceted offensive set. Chris Weinke can release the ball immediately, or wait for the play to develop, or roll out to the right side. Wesley Walls runs up the field before turning right. If the pocket collapses, look for Walls or Muhsin Muhammad crossing underneath. If there's time, wait for Walls's pattern to develop, or you can roll out to the right as Walls turns toward the right sideline and hit him on the run. Rolling out and waiting for the tight end to get toward the sideline is a great play to run in your two-minute offense.

Defending the Run ►►► 4-3 Crash Blitz



Beating the 4-3 Crash Blitz

There is no running set that can beat this formation, but it is susceptible to short passing plays. Hitting a receiver in single coverage on a quick out is a positive gainer. Or, find the tight end on a short pattern dragging across the middle of the field to neutralize the formation.

The Panthers can control the opposition's running game with the Crash Blitz. The front four's initial push, the gap shooting linebackers, and a secondary all pursuing the football make running against this set impossible. Cheating the safeties closer to the line of scrimmage stacks the line more.

Defending the Pass ►►► Nickel Cover 4



Beating the Nickel Cover 4

With so many players dropping back to cover the pass, a draw play out of a shotgun formation is effective. Also, sending out five receivers creates single coverage somewhere on the field. Tight ends beat linebackers one-on-one.

The Cover 4 with a nickel back produces a zone that blankets the field with seven players dropping back into pass coverage, thereby limiting opportunities for the quarterback. If the offense stacks one side of the field, make the necessary adjustments prior to the snap. Blitzing a linebacker in the Cover 4 forces the issue.



NEW ENGLAND PATRIOTS

Home Field: Gillette Stadium
Location: Foxboro, Massachusetts

Type: Open
Capacity: 68,000

Surface: Grass

★ STAR PLAYERS



Troy Brown
Wide Receiver

KEY ATTRIBUTES

SPEED: 91

CATCHING: 93

ACCELERATION: 93

AWARENESS: 86

TROY BROWN IS ONE OF THE NFL'S FASTEST PLAYERS. IN HIS TENTH SEASON OUT OF MARSHALL, BROWN SET THE TEAM RECORD FOR THE SUPER BOWL CHAMPIONS WITH 101 RECESSIONS, AND HE WAS NAMED TO HIS FIRST PRO BOWL. HE IS NOT AFRAID TO GO OVER THE MIDDLE OR CATCH A BALL IN TRAFFIC. BROWN IS ALSO ONE OF THE NFL'S TOP PUNT-RETURN MEN, AVERAGING 14.2 YARDS PER RETURN AND THREE TOUCHDOWNS IN 2001.



Lawyer Milloy
Strong Safety

KEY ATTRIBUTES

SPEED: 82

TACKLING: 88

CATCHING: 69

AWARENESS: 92

LAWYER MILLOY IS ONE OF THE BEST SAFETIES IN THE NFL. LAWYER MILLOY IS BETTER KNOWN BY OPPONDING RECEIVERS AND RUNNING BACKS AS THE HARDEST HITTER IN ALL OF FOOTBALL. THE SEVEN-YEAR PRO FROM THE UNIVERSITY OF WASHINGTON LED THE TEAM IN TACKLES (113) FOR THE FOURTH STRAIGHT YEAR. HE HAS PLAYED IN THE PRO BOWL FOR THREE STRAIGHT SEASONS. THE LEADER OF THE PATRIOTS DEFENSE, MILLOY IS EQUALLY ADEPT AT PLAYING THE RUN OR PASS.

SCOUTING REPORT

THE SUPER BOWL CHAMPION PATRIOTS WERE NOT EXPECTED TO HOIST THE VINCE LOMBARDI TROPHY ENTERING THE 2001 SEASON, BUT THAT'S WHAT THEY DID. THE QUESTION IS WHETHER THEY HAVE THE TALENT TO FIND THEIR WAY TO THE TOP OF THE FOOTBALL WORLD. TOM BRADY, ALMOST AS OBSCURE AS THE ENTIRE TEAM WAS BEFORE LAST SEASON, WILL START AT QUARTERBACK, AND HE HAS THE TALENT AND POISE TO HANDLE THE JOB. ANTOWAIN SMITH CAME TO THE PATRIOTS FROM BUFFALO PRIOR TO THE 2001 SEASON AND RESPONDED WITH A CAREER-HIGH 1,157 YARDS AND 12 RUSHING TOUCHDOWNS. THE BIG BACK CAN WEAR DOWN DEFENSES OVER THE COURSE OF A GAME. FULLBACK MARC EDWARDS IS A GOOD BLOCKER AND SHOULD NEVER BE DISCOUNTED AS A RUNNER OR RECEIVER. ALL-PRO TROY BROWN STARTS AT RECEIVER, AND DONALD HAYES AND DAVID PATTEN FIGHT FOR THE OTHER STARTING POSITION. FIRST-ROUND DRAFT CHOICE DANIEL GRAHAM STARTS AT TIGHT END.

THIS DEFENSE SHOULD HELP THE PATS RETURN TO THE POSTSEASON. RICHARD SEYMOUR IS A FORCE ON THE LINE AGAINST THE PASS OR THE RUSH. THE TRIO OF MIKE VRABEL, TEDDY BRUSCHI, AND TED JOHNSON ARE THE STARTING LINEBACKERS. THE SECONDARY IS ONE OF THE NFL'S BEST. LAWYER MILLOY AND TEBUCKY JONES ARE THE SAFETIES, AND HARD-HITTING TY LAW AND OTIS SMITH ARE AT THE CORNERS. ADAM VINATIERI WON THE SUPER BOWL WITH A 48-YARD FIELD GOAL AND IS BACK AFTER SIGNING A MULTYEAR DEAL.

2001 RECAP

NFL Team Rankings

Scoring:	6th
Pass Offense:	22nd
Rushing Offense:	12th
Pass Defense:	24th
Rushing Defense:	19th
Turnovers:	9th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
11	5	0	371	272	6-2	5-3	8-4	3-1	6-2

TEAM RATINGS

Overall Rating:	82	<div style="width: 82%; background-color: red; height: 10px;"></div>
Offense:	79	<div style="width: 79%; background-color: red; height: 10px;"></div>
Defense:	87	<div style="width: 87%; background-color: red; height: 10px;"></div>
Special Teams:	90	<div style="width: 90%; background-color: red; height: 10px;"></div>
Quarterback:	84	<div style="width: 84%; background-color: red; height: 10px;"></div>
Featured Running Back:	82	<div style="width: 82%; background-color: red; height: 10px;"></div>
Wide Receivers:	83	<div style="width: 83%; background-color: red; height: 10px;"></div>

MEET THE COACH: BILL BELICHICK

► NFL HEAD COACHING RECORD: NEW ENGLAND PATRIOTS 16-16 (2000-PRESENT); CLEVELAND BROWNS 37-45 (1991-95)
► PRIOR COACHING EXPERIENCE: ASSISTANT HEAD COACH, NEW YORK JETS (1997-99); ASSISTANT HEAD COACH, NEW ENGLAND (1996)
► COLLEGE PLAYING CAREER: WESLEYAN 1971-74; ALSO PLAYED SQUASH AND LACROSSE
► NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Daniel Graham	TE	Colorado
Two	Deion Branch	WR	Louisville
Four	Rohan Davey	QB	LSU
Four	Jarvis Green	DE	LSU
Seven	Antowaine Womack	RB	Virginia
Seven	David Givens	WR	Notre Dame

COACHING THE PATRIOTS: KEEP IT SIMPLE. GIVE SMITH THE BALL AND USE THE RUN TO SET UP THE PASS, AVOIDING LONG 3RD-DOWN SITUATIONS. UTILIZE YOUR FULLBACK. BROWN IS YOUR MOST RELIABLE RECEIVER. THIS DEFENSE WILL SHUT DOWN THE PASS, AND YOU CAN HELP YOUR LINEBACKERS BY CHEATING WITH THE SAFETIES AGAINST THE RUN. VINATIERI HAS NEVER MISSED A KICK INDOORS. TAKE THE SURE THREE WHEN YOU'RE WITHIN 50 YARDS.

TEAM STATS

Category	Patriots	Opponents
Total First Downs	292	303
First Downs (rush-pass-by penalty)	101-163-28	99-171-33
Third Down Conversions/Attempts	91/221	80/215
Fourth Down Conversions/Attempts	7/17	5/15
Total Offensive Yards	4,882	5,352
Offense (plays-avg. yards)	1,001-4.9	1,016-5.3
Total Rushing Yards	1,793	1,855
Rushing (plays-avg. yards)	473-3.8	430-4.3
Total Passing Yards	3,089	3,497
Passing (comp.-att.-int.-avg. per completion)	306-482-15-6.90	299-546-22-6.83
Sacks	40	46
Interceptions/Returns for TD	22/5	15/2
Field Goals Made/Attempts	24/30	30/41
Touchdowns	43	26
Touchdowns (rush-pass-returns-defensive)	15-21-2-5	7-15-0-4
Time of Possession	30:48	29:12

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Tom Brady	413	264	63.9	2,843	18	12	2.9	41	86.5
Drew Bledsoe	66	40	60.6	400	2	2	3.0	5	75.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Antowain Smith	287	1,157	4.0	12	4	44
Kevin Faulk	41	69	4.1	1	3	24

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Troy Brown	101	1,199	11.9	5
David Patten	51	745	14.7	4
Antowain Smith	19	192	10.1	1

defensive leaders

Tackles: Lawyer Milloy, 77

Sacks: Bobby Hamilton, 7

Interceptions: Otis Smith, 5

KEY PLAYS


Running ►►► I Form Normal HB Lead Toss

Stopping the HB Lead Toss

The 4-3 Whip Man does an effective job of pursuing to the outside. This formation with the safety cheating forward puts more obstacles in Smith's path. If the line doesn't collapse and end the play, pursue the ball carrier toward the sideline.

Following the lead block of fullback Marc Edwards running to the left, Antowain Smith is unstoppable on the HB Lead Toss. The offensive line does a nice job occupying the defensive front four (notice the pulling guard) while Edwards gets in the way of the outside linebacker. After you get to the sideline, it's a footrace down the field.

Stopping the FB Dive

Stopping the Off Tackle

Defending against this play is a challenge, because you don't know where it will go. Avoid blitzing so the linebackers are free to pursue laterally if the play goes outside. The 4-3 Under Man utilizes the linebackers to stop the run, and if needed, the cornerbacks are close at hand. The defensive ends lean to the outside, giving them an extra step toward the sidelines.

You'll find that in the 4-3 Man lock, the outside linebacker stays home and meets the ball carrier at the line of scrimmage. This defender is assigned to the fullback on the play, and he can use the hole created by the offensive line to his advantage in stopping the ball carrier.

Passing ►►► Split Backs Normal Post Corner


Troy Brown is the primary receiver in the Post Corner and will streak up the right side of the field before turning out toward the sideline. Tom Brady has the arm to get the ball to him, and when the opposition uses only one defender, this is a money play. If your primary isn't available, there is a safety valve: tight end Christian Fauria running underneath Brown toward the right sideline.

Stopping the Post Corner

The 4-3 Rush Zone puts strong pressure on the quarterback up the middle and spreads zone coverage across the right side of the field. Because of the pursuit, the Post Corner won't have the necessary time to develop downfield. Position your linebacker to break up the pass that the quarterback will throw toward the tight end.

Split Backs-3 WR Out N Ups



Running a formation with three receivers offsets a nickel defense. In the Out N Ups, speedy Troy Brown and David Patten appear to be running out patterns before turning the routes up the field. Assess the coverage and pick the receiver in single coverage. If both men are covered, Antowain Smith, who appears to be staying in the backfield as a blocker, releases into the middle of the field and has the hands to make the catch.

Stopping the Out N Ups

The Nickel Cover 2 formation makes the quarterback think twice before throwing the ball down the field, because both safeties break to the outside to assist the corners in doubling the receivers. Stay home as the middle linebacker, and you'll be in the right place to break up the pass or punish the halfback if he catches the ball.

Defending the Run ►►► Defending Against the Run



To stuff the run, use the Patriots Storm Blitz. The right outside linebacker comes in for the kill while the middle linebacker and left outside linebacker hold their ground if anything happens to penetrate the line. Strong safety Lawyer Milloy is a run-stopping machine, so there's little time for anything to develop for the offense.

Beating the Storm Blitz

The pressure is so fierce that you must quickly beat this defense. Throw a quick out to a big receiver who won't get jammed on the line, or look for the tight end slanting off the line. The FB Dive to the weak side can surprise this defense, resulting in positive-but-minimal yardage.

Defending the Pass ►►► Nickel Man Zone



The Nickel Man Zone shuts down the field. Deep sideline routes find double coverage, and both linebackers patrol in the middle, eliminating the short dump-off to a tight end or halfback coming across the center of the field. For extra pressure, blitz one of your linebackers in hopes of forcing the quarterback into a bad decision. You have enough players in pass coverage to avoid single coverage against most offensive sets. Don't blitz if the offense sends out four or more receivers.

Beating the Man Zone

This defense is effective against the pass, but running a five-receiver set creates potential match-up difficulties. Plays in which the tight end or halfback/fullback run short out patterns should result in positive yards. Stay away from the middle of the field.



OAKLAND RAIDERS

Home Field: Network
Associates Coliseum™

Location: Oakland, California
Type: Open

Capacity: 63,142
Surface: Grass

★ STAR PLAYERS

#81 Tim Brown

KEY ATTRIBUTES

SPEED: 86

CATCHING: 95

ACCELERATION: 90

AWARENESS: 98

ENTERING HIS FIFTEENTH NFL SEASON, THE 1987 HEISMAN TROPHY WINNER OUT OF NOTRE DAME IS SHOWING NO SIGNS OF SLOWING DOWN, COMING OFF A 91-CATCH SEASON WITH 1,165 YARD AND NINE TOUCHDOWNS. BROWN RUNS PRECISE ROUTES AND HAS SOFT HANDS. HE IS THE TEAM'S ALL-TIME LEADING RECEIVER AND THE ONLY RAIDER TO SCORE ON A PASS RECEPTION, RUSH, KICKOFF RETURN, AND PUNT RETURN.

#21 Charles Woodson

Cornerback

KEY ATTRIBUTES

SPEED: 98

CATCHING: 74

ACCELERATION: 96

AWARENESS: 90

WITH BLAZING SPEED AND OUTSTANDING FOOTWORK, THERE ISN'T A RECEIVER IN THE LEAGUE CHARLES WOODSON CANNOT COVER. THE FIFTH-YEAR PRO AND HEISMAN TROPHY WINNER FROM MICHIGAN SHUTS DOWN HIS SIDE OF THE FIELD. OPPONING QUARTERBACKS THINK TWICE BEFORE THROWING IN HIS DIRECTION. HE CAN RETURN KICKS, AND PLAY HALFBACK OR WIDE RECEIVER.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	399	327	5-3	5-3	7-5	3-1	6-2

TEAM RATINGS

Overall Rating:	82	██████████
Offense:	85	██████████
Defense:	83	██████████
Special Teams:	90	██████████
Quarterback:	91	██████████
Featured Running Back:	83	██████████
Wide Receivers:	87	██████████

MEET THE COACH: BILL CALLAHAN

- NFL HEAD COACHING RECORD: FIRST HEAD COACHING JOB
- PRIOR COACHING EXPERIENCE: OFFENSIVE COORDINATOR, OAKLAND (1998-01); OFFENSIVE LINE COACH, PHILADELPHIA (1995-97); OFFENSIVE LINE COACH, UNIVERSITY OF WISCONSIN (1990-94)
- COLLEGE PLAYING CAREER: QUARTERBACK-ILLINOIS BENEDICTINE 1977-79; THREE-YEAR STARTER, TWO-TIME NATIONAL ASSOCIATION OF INTERCOLLEGiate ATHLETICS HONORABLE MENTION ALL-AMERICAN
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Phillip Buchanan	CB	Miami
One	Napoleon Harris	LB	Northwestern
Two	Langston Walker	T	California
Two	Doug Jolley	TE	BYU
Five	Kenyon Coleman	DE	UCLA
Six	Keyon Nash	DB	Albany State
Six	Larry Ned	RB	San Diego State
Seven	Ronald Curry	QB	North Carolina

SCOUTING REPORT

THE RAIDERS LOST THEIR COACH, JON GRUDEN, AFTER THE 2001 SEASON, BUT GAINED FOUR HIGH DRAFT CHOICES. RICH GANNON PLAYED IN THREE STRAIGHT PRO BOWLS AND LEADS AN EFFICIENT OFFENSIVE ATTACK. CHARLIE GARNER WILL BE THE FEATURED BACK IN NEW COACH BILL CALLAHAN'S OFFENSE. GARNER CAN SUCCEED AS A RUNNER OR A RECEIVER OUT OF THE BACKFIELD. TIM BROWN AND JERRY RICE ARE BOTH OLD, BUT EFFECTIVE. ROLAND WILLIAMS STARTS AT TIGHT END, BUT IS USED MORE AS A BLOCKER THAN A RECEIVER. THE OFFENSIVE LINE WAS ONE OF THE NFL'S BEST IN 2001, ALLOWING ONLY 27 SACKS.

ON DEFENSE, THE SILVER AND BLACK KNOW HOW TO GET THE QUARTERBACK. ENDS TRACE ARMSTRONG AND REGAN UPSHAW ARE PASS-RUSHING SPECIALISTS AND ARE UNDERRATED AGAINST THE RUN. VETERAN BILL ROMANOWSKI JOINS THE RAIDERS AFTER STARLING FOR THE RIVAL BRONCOS. HE'LL START AT LINEBACKER AND REPLACE ELIJAH ALEXANDER. FIRST-ROUND DRAFT CHOICE NAPOLEON HARRIS WILL CONTEND FOR A STARTING LINEBACKER SPOT. THE SECONDARY APPEARS POISED FOR ANOTHER BIG SEASON. CHARLES WOODSON IS ONE OF THE UP-AND-COMING STARS IN THE AFC, AND VETERAN NEWCOMER ROD WOODSON (NO RELATION) PROVIDES LEADERSHIP. SEBASTIAN JANIKOWSKI IS A FIELD-GOAL KICKING FORCE AND EXCELS ON KICKOFFS, OFTEN PINNING THE OPPONENT.



TEAM STATS

Category	Raiders	Opponents
Total First Downs	316	296
First Downs (rush-pass-by penalty)	102-95-19	104-166-26
Third Down Conversions/Attempts	81/209	71/232
Fourth Down Conversions/Attempts	8/13	7/13
Total Offensive Yards	5,361	5,071
Offense (plays-avg. yards)	1,030-5.2	1,002-5.1
Total Rushing Yards	1,654	1,988
Rushing (plays-avg. yards)	450-3.7	433-4.6
Total Passing Yards	3,707	3,083
Passing (comp.-att.-int.-avg. per completion)	364-553-9-6.98	290-528-17-6.23
Sacks	41	27
Interceptions>Returns for TD	17/2	9/1
Field Goals Made/Attempts	26/32	25/33
Touchdowns	46	36
Touchdowns (rush-pass-returns-defensive)	14-27-2-3	17-16-1-1
Time of Possession	30:56	29:04

2001 RECAP

NFL Team Rankings

Scoring:	4th
Pass Offense:	4th
Rushing Offense:	23rd
Pass Defense:	9th
Rushing Defense:	22nd
Turnovers:	17th

INDIVIDUAL LEADERS
quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Rich Gannon	549	361	65.8	3,828	27	9	1.6	27	95.5

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Charlie Garner	211	839	4.0	1	2	38
Tyrone Wheatley	88	276	3.1	5	4	22

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Tim Brown	91	1,165	12.8	9
Jerry Rice	83	1,139	13.7	9
Charlie Garner	72	578	8.0	2

defensive leaders

Tackles: Greg Biekert, 81

Sacks: Regan Upshaw, 7

Interceptions: Tory James, 5

KEY PLAYS

Running ►►► I Form Normal HB Toss

Stopping the HB Toss

Garner is quick and not easy to contain, but running the 4-3 Thunder slows the HB Toss. The line holds its own, allowing the outside linebacker to penetrate the backfield and make the play. Contain to the outside and force the halfback to cut back inside to where the defense is waiting.

Charlie Garner's speed to the outside is displayed when running the HB Toss. Fullback Jon Ritchie is a great lead blocker and clears the way nicely on this play. Tim Brown occupies the corner to provide daylight for Garner. Follow your fullback, then turn the corner inside of your receiver's block.

Split Backs Normal HB Inside

Stopping The HB Inside

The 4-3 Whip Man brings the entire defensive focus to the center of the line. In this set, the middle linebacker is free to hit the gap and stop the halfback as he hits the hole. Positioning a linebacker where the hole will form often results in negative yardage.

Use Running the HB Inside in a short-yardage situation. You could also use it as a big gainer. Charlie Garner takes the ball and looks for the hole between the left guard (Frank Middleton) and the center (Barret Robbins). Avoid the temptation to break this play outside before hitting the line of scrimmage, because the line is pushing the defense outside. Once through the line, Garner is a great open-field runner.

Passing ►►► I Form Normal Post Flags



Stopping Post Flags

By running the Nickel Man Lock, the strong safety helps the corner, forcing the quarterback into making a perfect pass if the play to the primary receiver is to be a success. Use the free safety to create a zone on the other side of the field. The linebacker picks up Garner coming out of the backfield.

The Raiders love to run the Post Flags set for Tim Brown. The play appears to be headed to the left side of the field with Jerry Rice running an out. Charlie Garner runs a screen pattern left while tight end Roland Williams winds up in the same direction. Brown, streaking up the right side, slants left before turning right toward the sideline. By rolling left, Rich Gannon has the defense thinking he's looking for Rice, when he launches the ball to Brown on the right. Gannon has the speed to take off running to the right side if no one is open.

Singleback Trips Slot In N Out Near Normal-Center Pass



Stopping the In N Out

The LB Blitz from a Nickel formation forces the issue against the In N Out, because the linebacker on the left side blitzes. Keep a safety on the right side of the field to prevent the big gain to Garner.

This is a great formation for confusing the defense. Tim Brown, Jerry Rice, and Jerry Porter stack the left side of the line. Rice, who breaks off his route and cuts to the sideline, is an inviting target. If the defense seems preoccupied with the left side of the field, dump a pass off to Charlie Garner for a big gain to the right.

Defending the Run ►►► 4-3 Storm Blitz



Beating the Storm Blitz

Solving this defense comes down to throwing a screen pass or a quick out. The line of scrimmage will be overrun by defenders, so make it happen quickly.

The addition of linebacker Bill Romanowski helps this unit against the run. In the Storm Blitz, the Raiders front four is good enough to handle the offensive line, freeing up the linebackers to pursue laterally and make plays. Charles Woodson is a good run-stopper from the cornerback position. Rod Woodson, despite his 14 years in the league, can also come up and stuff the run.

Defending the Pass ►►► Nickel Cover 4



Beating the Cover 4

The Cover 4 can be beaten by sending out more receivers and forcing the defense to react, which eliminates any zones. Run a four- or five-receiver set. You'll wind up with single coverage and a favorable match up.

The Cover 4 gives you zone and man coverage across the field. With seven players back in pass defense, the quarterback has few options. If the offense stacks one side of the field, make adjustments prior to the snap. With Charles Woodson able to contain anyone in single coverage, this frees up your safeties and nickel back to make plays.



ST. LOUIS RAMS

Home Field: Edward Jones Dome
Location: St. Louis, Missouri

★ STAR PLAYERS



Marshall Faulk
Halfback

KEY ATTRIBUTES

SPEED: 94

BREAKING TACKLES: 89

AGILITY: 95

AWARENESS: 98

MARSHALL FAULK IS THE BEST ALL-PURPOSE BACK IN THE NFL AND WAS NAMED THE NFL'S OFFENSIVE PLAYER OF THE YEAR AFTER THE 2001 SEASON. FROM SAN DIEGO STATE AND IN HIS NINTH SEASON, FAULK SCORED 21 TOUCHDOWNS IN 2001 AFTER SETTING THE NFL MARK OF 26 IN 2000. HE HAD A COMBINED 2,147 YARDS OF TOTAL OFFENSE (1,382 RUSHING AND 765 RECEIVING). FAULK SET THE NFL MARK, SURPASSING 2,000 TOTAL YARDS FOR A FOURTH STRAIGHT SEASON. HE IS DANGEROUS AS A HALFBACK OR AS A RECEIVER OUT OF THE BACKFIELD.



Aeneas Williams
Cornerback

KEY ATTRIBUTES

SPEED: 96

CATCHING: 70

ACCELERATION: 98

AWARENESS: 98

A SEVEN-TIME PRO BOWLER OUT OF SOUTHERN UNIVERSITY, AENEAS WILLIAMS PROVIDES GREAT COVERAGE ABILITY AND LEADERSHIP. LAST YEAR, HIS FIRST WITH THE RAMS, WILLIAMS LED THE ST. LOUIS DEFENSIVE RESURGENCE AS THE RAMS REBOUNDED FROM BEING ONE OF THE WORST UNITS DURING THE 2000 CAMPAIGN. HE HASN'T MISSED A GAME IN 11 SEASONS, DURING WHICH HE STARTED 175 OF 176 CONTESTS. WILLIAMS HAS LOGGED 50 CAREER INTERCEPTIONS AND 12 TOUCHDOWNS.

✓ SCOUTING REPORT

DESPITE A SEASON IN WHICH THEY WON 16 OF 19 GAMES, INCLUDING THE PLAYOFFS, THE RAMS FELT AS IF 2001 WAS A DISAPPOINTMENT FOR NOT WINNING THE ULTIMATE PRIZE, THE VINCE LOMBARDI TROPHY. ALL THE COMPONENTS ARE IN PLACE FOR ANOTHER ATTEMPT AT THE TITLE. MVP KURT WARNER RETURNS AFTER THROWING FOR 4,830 YARDS (THE SECOND MOST IN LEAGUE HISTORY) AND 36 TOUCHDOWNS. MARSHALL FAULK IS THE LEAGUE'S MOST VERSATILE PLAYER (2,147 YARDS FROM SCRIMMAGE AND 21 TOUCHDOWNS), AND RECEIVERS ISAAC BRUCE AND TORRY HOLT ARE PRO-BOWL CALIBER. STARTING TIGHT END ERNIE CONWELL CAN BLOCK AND CATCH. THE LINE DID A NICE JOB SETTING UP THE RUN--THE RAMS LED THE NFL AVERAGING 4.9 YARDS PER CARRY--BUT FALTERED A BIT WHEN PASS BLOCKING, ALLOWING WARNER TO BE SACKED 38 TIMES. ORLANDO PACE IS THE LEADER OF THE LINE AND PLAYED IN HIS THIRD STRAIGHT PRO BOWL FOLLOWING THE 2001 SEASON.

THE DEFENSE WAS INSTRUMENTAL IN THE RAMS' SUCCESS IN 2001. CONVERTED LINEBACKER LEONARD LITTLE LED THE TEAM WITH 14.5 SACKS, AND GRANT WISTROM ANCHORED THE LINE. ST. LOUIS SHOULDN'T MISS A BEAT AS JAMIE DUNCAN STEPS IN AT MIDDLE LINEBACKER FOR DEPARTED LONDON FLETCHER. AENEAS WILLIAMS AND DEXTER McCLEON ARE GOOD COVER CORNERS, AND SAFETY ADAM ARCHULETA IS THE TEAM'S HARDEST HITTER. JEFF WILKINS, WHO DIDN'T MISS A KICK INSIDE OF 40 YARDS LAST SEASON, HANDLES THE PLACE-KICKING DUTIES.

2001 RECAP

NFL Team Rankings

Scoring:	1st
Pass Offense:	1st
Rushing Offense:	5th
Pass Defense:	10th
Rushing Defense:	4th
Turnovers:	27th

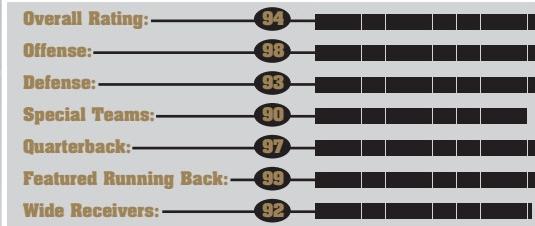
Type: Dome
Capacity: 66,000

Surface: Turf

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
14	2	0	503	273	6-2	8-0	4-0	10-2	7-1

TEAM RATINGS



MEET THE COACH: MIKE MARTZ

► NFL HEAD COACHING RECORD: St. Louis Rams 24-9 (2000-PRESENT)

► PRIOR COACHING EXPERIENCE: ASSISTANT COACH, ST. LOUIS (1999); QUARTERBACKS COACH, WASHINGTON (1997-98); ASSISTANT COACH, LOS ANGELES RAMS (1992-96)

► COLLEGE PLAYING CAREER: FRESNO STATE 1972

► NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Robert Thomas	LB	UCLA
Two	Travis Fisher	CB	Central Florida
Three	Lamar Gordon	RB	North Dakota State
Three	Eric Crouch	QB	Nebraska
Four	Travis Scott	G	Arizona State
Five	Courtland Bullard	LB	Ohio State
Six	Steve Bellisari	QB	Ohio State
Seven	Chris Massey	C	Marshall

COACHING THE RAMS: FAULK CAN DO EVERYTHING. USE HIM AS A RUNNER OR A RECEIVER OR DESIGNATE HIM AS A DECOY RUNNING A FULLBACK SCREEN. WATCH THE DEFENSE LEAN TOWARD FAULK WHILE JAMES HODGINS IS WIDE OPEN. BRUCE AND HOLT CAN GET DEEP ON ANY SECONDARY, BUT YOU SHOULD ALSO USE THEIR SPEED IN THE FLATS. ON DEFENSE, ARCHULETA CAN FORCE FUMBLES WITH HIS RECKLESS ABANDON ON THE FIELD.

TEAM STATS

Category	Rams	Opponents
Total First Downs	357	256
First Downs (rush-pass-by penalty)	104-236-17	77-153-26
Third Down Conversions/Attempts	96/192	69/209
Fourth Down Conversions/Attempts	8/11	11/23
Total Offensive Yards	6,690	4,471
Offense (plays-avg. yards)	1,007-6.6	952-4.7
Total Rushing Yards	2,027	1,385
Rushing (plays-avg. yards)	416-4.9	364-3.8
Total Passing Yards	4,663	3,086
Passing (comp.-att.-int.-avg. per completion)	379-551-22-8.90	314-541-21-6.19
Sacks	47	40
Interceptions/Returns for TD	21/4	22/1
Field Goals Made/Attempts	23/29	20/26
Touchdowns	62	31
Touchdowns (rush-pass-returns-defensive)	20-37-2-5	11-16-0-1
Time of Possession	31:45	28:15

INDIVIDUAL LEADERS
quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Kurt Warner	546	375	68.7	4,830	36	22	4.0	38	101.4

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Marshall Faulk	260	1,382	5.3	12	3	71
Trung Canidate	78	441	5.7	6	3	45

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Terance Mathis	83	765	9.2	9
Bon Christian	81	1,363	16.8	7
Tony Martin	64	1,106	17.3	6

defensive leaders

Tackles: London Fletcher, 89

Sacks: Leonard Little, 14.5

Interceptions: Dre' Bly, 6

KEY PLAYS**Running ►►► Singleback Normal HB Toss Strong****Stopping the HB Toss**

Marshall Faulk in the open field is impossible to stop, so keep him from getting there. The 4-3 Sweet Blitz applies pressure to the outside with everyone else staying home. The pursuit to the sideline forces the ball carrier to cut back and face the swarming defense.

In the singleback sets, there's no fullback, but there is an extra receiver. For extra blocking on the HB Toss, send Ricky Proehl in motion going left to right. When Marshall Faulk gets the ball, the right sideline is wide open. Run past the pursuing linebackers and juke the secondary in the open field.

Singleback Normal HB Draw**Stopping the HB Draw**

When Faulk gets the ball, it's tough to bring him down. To stop the draw, run the 4-3 Rush Zone. The left outside linebacker stays home and is ready for the halfback when he's handed the ball. The linebacker will either make the play or slow the runner for his teammates to make the tackle.

The Rams are known for their aerial attack. Confuse the opposition with the HB Draw. Marshall Faulk looks as if he'll stay home and provide protection for Kurt Warner, when unbeknownst to the defense, he's handed the ball with daylight to the right side of the line. In passing situations, when defenders are backpedaling to prevent the big gainer, the draw is effective.

Passing ►►► Singleback Normal Post Corner

Kurt Warner is dangerous when he has options, and the Post Corner creates this scenario. Isaac Bruce is your primary receiver on the right side of the field. On the left, Torry Holt streaks across the middle, while Ricky Proehl goes up and out. Your tight end is the safety valve running toward the right sideline.

Stopping the Post Corner

Put pressure on Kurt Warner to slow the Rams' passing attack; with time to throw, Warner is unbeatable. In the Nickel NB Blitz formation, the nickel back blitzes the quarterback. This won't necessarily result in a sack, but it will force Warner to look short for the tight end, thereby minimizing damage.

Shotgun 4 WR Post Corner



Torry Holt is the primary receiver in the Post Corner from the Shotgun 4 WR formation, running up the field and then slanting toward the left sideline. Ricky Proehl is in the slot and runs 10 yards down the field before crossing right. One of these guys will be in single coverage. As an option, Isaac Bruce and Terrance Wilkins streak down the right side of the field.

Stopping the HB Toss

You need four deep defenders to handle this play. The Nickel Cover 4 works like a charm, although a perfectly thrown ball can find its way into Jefferson's hands. You'll have a great angle on the receiver, so even if he catches the ball, you can knock it loose with a bone-jarring tackle.

Defending the Run ►►► 4-3 Mike Blitz



The Rams Mike Blitz stuffs the run. The pressure comes from the middle linebacker, with the other linebackers holding their ground. Strong safety Adam Archuleta is one of the league's hardest hitters and a run-stopping machine. There's no time for anything to develop for the offense. Position your safeties closer to the line of scrimmage to prevent the ball carrier from finding the open field, especially on the left side opposite the penetrating linebacker.

Beating the Storm Blitz

Slow the Storm Blitz by running a two-tight-end formation, then throwing to the guy lined up against the blitzing linebacker. Sending a tight end or fullback in motion toward the blitz allows you to run the halfback toss or pitch. Let the man in motion pick up the blitzing linebacker, then turn the corner and run up field.

Defending the Pass ►►► Nickel Man Lock



The Nickel Man Lock is all about coverage. The corners stay in man coverage, while the safeties drop back into zone coverage and the linebackers stay home. The field is blanketed with seven pass defenders. The strength of cornerbacks Aeneas Williams and Dexter McCleon frees up the safeties to roam in their zone and make plays. Blitzing a linebacker or nickel back is an option, but it weakens the zone up the middle of the field.

Beating the Man Lock

You can slow down the Man Lock by running routes that bring the receivers, and subsequently the corners, to the middle of the field. With the rest of the defense in a zone, a slot receiver, tight end, or running back who winds up near the sideline at medium depth is your best option. Sending out five receivers will generate a mismatch.



BALTIMORE RAVENS

Home Field: Ravens Stadium
Location: Baltimore, Maryland

Type: Open
Capacity: 69,354

Surface: Grass

★ STAR PLAYERS



Jamal Lewis
Halfback

KEY ATTRIBUTES

SPEED: 86

BREAKING TACKLES: 91

AGILITY: 81

AWARENESS: 79

DESPITE MISSING THE 2001 SEASON WITH A KNEE INJURY, JAMAL LEWIS, THE FIFTH PICK IN THE 2000 DRAFT, IS ONE OF THE LEAGUE'S MOST PUNISHING RUNNERS. DURING HIS FIRST SEASON, LEWIS FINISHED SECOND AMONG ROOKIES (1,364 YARDS) AND SURPASSED THE 100-YARD MARK FIVE TIMES. HE GAINED 102 YARDS ON 27 CARRIES AS THE RAVENS WON THE SUPER BOWL. HE SHOULD REGAIN THE PRO-BOWL CALIBER FORM HE ENJOYED PRIOR TO THE INJURY.



Ray Lewis
Middle Linebacker

KEY ATTRIBUTES

SPEED: 69

TACKLING: 99

STRENGTH: 81

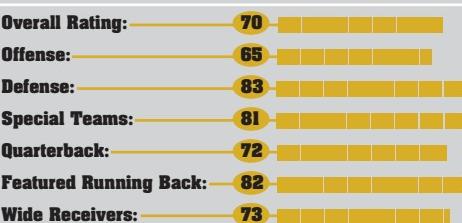
AWARENESS: 99

RAY LEWIS IS A TACKLING MACHINE. HE RECORDED A TEAM-LEADING 196 STOPS IN 2001 WHILE EARNING ANOTHER TRIP TO THE PRO BOWL. NAMED THE NFL'S DEFENSIVE PLAYER OF THE YEAR AFTER THE 2000 SEASON, THE SEVEN-YEAR PRO OUT OF MIAMI BECAME THE SEVENTH DEFENSIVE PLAYER TO BE CROWNED MVP OF THE SUPER BOWL. BRILLIANT AT SHEDDING BLOCKERS, HARD-HITTING, AND A TREMENDOUS PASS DEFENDER, LEWIS'S GAME KEEPS IMPROVING. HE LEADS A DEFENSIVE UNIT THAT HAS BEEN DEPLETED BY FREE AGENCY AND THE SALARY CAP.

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
10	6	0	303	265	6-2	4-4	8-4	2-2	6-4

TEAM RATINGS



MEET THE COACH: BRIAN BILICK

- NFL HEAD COACHING RECORD: BALTIMORE RAVENS 34-18 (1999-PRESENT)
- PRIOR COACHING EXPERIENCE: OFFENSIVE COORDINATOR, MINNESOTA (1994-98); TIGHT ENDS COACH, MINNESOTA (1992-93); ASSISTANT COACH, STANFORD (1989-91)
- COLLEGE PLAYING CAREER: TIGHT END-BYU 1976; ALL-AMERICAN HONORABLE MENTION
- NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Edward Reed	S	Miami
Two	Anthony Weaver	DE	Notre Dame
Four	Dave Zastudil	P	Ohio
Four	Ron Johnson	WR	Minnesota
Five	Terry Jones	TE	Alabama
Six	Lamont Brightful	WR	Eastern Washington
Six	Javin Hunter	WR	Notre Dame
Six	Chester Taylor	RB	Toledo
Six	Chad Williams	S	Southern Mississippi
Seven	Wes Pate	QB	Stephen F. Austin

SCOUTING REPORT

ONE YEAR REMOVED FROM AN IMPROBABLE SUPER BOWL TITLE, THE BALTIMORE RAVENS ENTER 2002 AS A SHELL OF THE TEAM THEY ONCE WERE. THE SALARY CAP FORCED MANAGEMENT TO CUT 13 STARTERS FROM LAST SEASON. RAY LEWIS IS BACK, BUT HE IS JOINED BY SEVEN NEW STARTERS ON DEFENSE, WITH CHRIS McALLISTER THE ONLY RETURNING STARTER FROM LAST SEASON'S SECONDARY. TOP DRAFT CHOICE EDWARD REED, FROM MIAMI, STARTS AT SAFETY AS A ROOKIE. MICHAEL McCRARY, AN OUTSTANDING PASS RUSHER, IS THE LONE FAMILIAR FACE ON THE LINE. OUT OF NOTRE DAME, SECOND-ROUND DRAFT CHOICE ANTHONY WEAVER IS EXPECTED TO START.

ON OFFENSE, THE SITUATION IS EVEN BLEAKER. THIRD-YEAR QUARTERBACK CHRIS REDMAN STARTS, AND HE HAS THROWN A TOTAL OF THREE PASSES IN HIS NFL CAREER. THE OFFENSIVE LINE WAS THE LEAST Affected UNIT DURING THE OFF-SEASON. JONATHAN OGDEN WAS VOTED TO HIS FIFTH Pro BOWL IN SIX YEARS, AND HE WILL PAVE THE WAY FOR JAMAL LEWIS. THE THIRD-YEAR HALFBACK WAS INSTRUMENTAL IN THE RAVENS' SUPER BOWL TITLE, RUNNING FOR MORE THAN 1,300 YARDS AS A ROOKIE BEFORE

BLOWING OUT HIS KNEE LAST YEAR IN TRAINING CAMP. TRAVIS TAYLOR STARTS AT RECEIVER, AND THE SECOND SPOT IS UP FOR GRABS. BRANDON STOKLEY AND ROOKIE RON JOHNSON (FOURTH-ROUND PICK FROM MINNESOTA) HAVE THE INSIDE TRACK TO THE POSITION. TODD HEAP REPLACES FUTURE HALL-OF-FAMER SHANNON SHARPE AT TIGHT END. KICKER MATT STOVER'S NFL RECORD OF 38 STRAIGHT GAMES WITH A FIELD GOAL ENDED LATE LAST SEASON.

COACHING THE RAVENS : LACKING AN EXPERIENCED QUARTERBACK, LEAN ON YOUR RUNNING GAME. JAMAL LEWIS CAN HANDLE BEING THIS TEAM'S WORKHORSE, AND HE WILL PROSPER BEHIND THE OFFENSIVE LINE. THROW THE BALL AND UTILIZE YOUR TIGHT END HEAP. HE HAS THE BEST HANDS ON THE TEAM AND CAN GET OPEN AGAINST LINEBACKERS. ON DEFENSE, LEWIS DOMINATES THE MIDDLE OF THE FIELD. A LACK OF SKILL IN THE SECONDARY MAKES PRESSURING THE QUARTERBACK IMPORTANT.

TEAM STATS

Category	Ravens	Opponents
Total First Downs	299	262
First Downs (rush-pass-by penalty)	92-180-27	81-161-20
Third Down Conversions/Attempts	82/230	70/227
Fourth Down Conversions/Attempts	3/13	6/15
Total Offensive Yards	5,124	4,446
Offense (plays-avg. yards)	1,080-4.7	1,010-4.4
Total Rushing Yards	1,810	1,411
Rushing (plays-avg. yards)	483-3.7	410-3.4
Total Passing Yards	3,314	3,035
Passing (comp.-att.-int.-avg. per completion)	320-557-20-6.45	321-555-16-5.99
Sacks	45	40
Interceptions/Returns for TD	16/1	20/3
Field Goals Made/Attempts	30/35	19/33
Touchdowns	31	30
Touchdowns (rush-pass-returns-defensive)	11-18-0-2	10-16-0-3
Time of Possession	29:39	30:21

2001 RECAP

NFL Team Rankings

- | | |
|------------------|------|
| Scoring: | 25th |
| Pass Offense: | 18th |
| Rushing Offense: | 25th |
| Pass Defense: | 4th |
| Rushing Defense: | 3rd |
| Turnovers: | 23rd |





INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Elvis Grbac	467	265	56.7	3,033	15	18	3.9	28	71.1
Randall Cunningham	89	54	60.7	573	3	2	2.2	12	81.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Terry Allen	168	658	3.9	3	1	26
Jason Brookins	151	551	3.6	5	3	25

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Qadry Ismail	74	1,059	14.3	7
Shannon Sharpe	73	811	11.1	2
Travis Taylor	71	560	13.3	3

defensive leaders

Tackles: Ray Lewis, 112

Sacks: Peter Boulware, 15

Interceptions: Duane Starks, 4

KEY PLAYS



Running ►►► Singleback Normal HB Pitch



Stopping the HB Pitch

A 4-3 Man Lock shuts down the HB Pitch. All defenders stay home, and the right outside linebacker shoots the gap into the offensive backfield. The halfback has difficulty getting to the outside. If he can avoid the right outside linebacker, he must face pursuing linebackers and defensive backs closing on the play.

The HB Pitch is a straightforward play, with Chris Redmond pitching the ball to the left side for Jamal Lewis. Left tackle Jonathan Ogden clears the path and the halfback does the rest. Sending a receiver in motion from left to right when the defense is in a man-to-man set, forces the opposing defensive back to follow, further opening the left side.

Singleback Normal HB Smash



Stopping the HB Smash

To stop the HB Smash, do not allow the hole to form. The 4-3 Safety Blitz brings the safety into the spot where the line opens. This forces the halfback into a situation where he must attempt to power through the line or bounce outside where a linebacker and cornerback are waiting.

Jamal Lewis is a punishing runner who can go inside or out. The HB Smash takes advantage of his inside running skill, developing on the right side of the line with the tackle and tight end providing key blocks. Once through the line, Lewis is tough for a defensive back to bring down in the open field.



Passing ►►► Singleback Normal Middle Hook



Stopping the Middle Hook

The 4-3 Man Lock neutralizes the Middle Hook. All defenders stay home in this set, taking away the short options to Stokley or Lewis, and leaving the safety to help the corner against Johnson.

The Middle Hook develops on the left side of the field. It's a simple route that takes advantage of the speedy Brandon Stokley, who sprints five yards off the line, then turns around. Other options include rookie Ron Johnson, who races up the field from the slot on the left side, then slants toward the sideline, and Jamal Lewis, who releases to the middle about five yards beyond the line of scrimmage.

Shotgun 2 RB-3 WR Quick Slants



Stopping the Quick Slants

Pressure must be applied against the Quick Slants because several receivers go out in different directions. The Nickel Silver does the trick. With the nickel back and a linebacker blitzing from opposite directions and all pass defenders holding their ground, the quarterback must make a quick decision. He usually dumps it off to one of the running backs for a short gain.

Running the Quick Slants from a shotgun formation spreads the field and gives Chris Redman options. The two running backs run screen patterns in opposite directions, with Stokley racing down the left sideline. On the right, Johnson is in the slot and runs a pattern to the outside underneath Travis Taylor, who sprints deep.



Defending the Run ►►► 4-3 Fire Man



Beating the Fire Man

Run a quick toss to the outside if you can send a man in motion to block. A better way to beat this set is with a quick pass. You'll have little time to throw with the pocket collapsing, but if you hit the tight end who is left open by the blitzing linebacker, you can make the defense pay for their aggressiveness.

Ray Lewis is the best defensive player in the NFL, and he anchors the Ravens' defense. In the Fire Man, Lewis stays in the middle of the field while the outside linebackers attack the line of scrimmage. Move your safeties closer to the line for run support, but position them to the outside to stop a sweep or toss.



Defending the Pass ►►► Nickel Inside Blitz



Beating the Inside Blitz

The Inside Blitz can be slowed by a draw play up the middle. If the halfback makes it through the line, there are no linebackers to contend with. Use a safety valve or a halfback/fullback screen. When the blitz comes, dump the ball quickly to avoid the sack.

The rush is fierce when you call the Inside Blitz. Your left outside linebacker comes hard, as does Ray Lewis, who races around the right tackle. The quarterback is under fire and forced to make a split-second decision. Combined with five players back in pass coverage, this makes the defense impenetrable.



WASHINGTON REDSKINS

Home Field: Washington,
D.C. StadiumLocation: Landover, Maryland
Type: OpenCapacity: 80,116
Surface: Grass

★ STAR PLAYERS

#48

Stephen Davis
Halfback

KEY ATTRIBUTES

SPEED: 85

BREAKING TACKLES: 96

AGILITY: 81

AWARENESS: 85

STEPHEN DAVIS IS A WORKHORSE, COMING OFF HIS THIRD-STRAIGHT 1,000-YARD SEASON. HE REMAINS ONE OF THE MOST PRODUCTIVE BACKS IN THE GAME AND IS ADEPT AT COMING OUT OF THE BACKFIELD AS A RECEIVER. DAVIS LED THE NFC IN RUSHING IN 1999 WITH 1,405 YARDS, SCORED 17 TOUCHDOWNS, AND PLAYED IN THE PRO BOWL. A PHYSICAL, PUNISHING BACK, HE WAS SELECTED FROM AUBURN IN THE FOURTH ROUND OF THE 1996 DRAFT.

#24

Champ Bailey
cornerback

KEY ATTRIBUTES

SPEED: 97

CATCHING: 74

ACCELERATION: 99

AWARENESS: 92

ENTERING HIS FOURTH SEASON, CHAMP BAILEY IS REGARDED AS A GREAT COVER CORNERBACK. HE HAS BLINDING SPEED, SOMETIMES GREATER THAN THAT OF THE RECEIVER HE'S COVERING. BAILEY IS EFFECTIVE AS A KICK-RETURN MAN OR A WIDE RECEIVER. HE HAD THREE INTERCEPTIONS IN ONE GAME DURING HIS ROOKIE SEASON, AND HE HAS NEVER MISSED A CONTEST, STARTING ALL 48 GAMES OF HIS PRO CAREER. FROM THE UNIVERSITY OF GEORGIA, BAILEY WAS ALSO A STANDOUT ON THE TRACK TEAM.

✓ SCOUTING REPORT

THE REDSKINS ENTER THE 2002 SEASON WITH THEIR FOURTH HEAD COACH IN THREE SEASONS. STEVE SPURRIER IS THE LATEST TO SIT IN OWNER DANIEL SNYDER'S HOT SEAT. THE FORMER UNIVERSITY OF FLORIDA COACH WILL INSTITUTE WHAT HE'S CALLING THE EAST COAST OFFENSE, WHICH IS predominately THE AIR ATTACK HE USED IN LEADING THE GATORS TO THE 1997 NATIONAL TITLE. FORMER GATOR SHANE MATTHEWS STARTS AS QUARTERBACK IN SPURRIER'S INAUGURAL SEASON, BUT SHOULD GIVE THE BALL TO STEPHEN DAVIS. THE WORKHORSE RAN FOR 1,432 YARDS AND FIVE TOUCHDOWNS IN 2001 AND CONTINUES AS THE FOCAL POINT OF THE REDSKINS' OFFENSE. WHEN HE THROWS THE BALL, MATTHEWS GOES IN THE DIRECTION OF ROD GARDNER. LAST SEASON'S TOP PICK FINISHED HIS FIRST SEASON WITH 46 RECEITIONS FOR A TEAM-HIGH 741 YARDS. FORMER GATOR JACQUEZ GREEN IS THE OTHER STARTER AT RECEIVER. SECOND-YEAR MAN CHRIS SAMUELS LEADS THE OFFENSIVE LINE AND HAS THE TASK OF PROTECTING MATTHEWS'S BLIND SIDE.

THE DEFENSIVE LINE IS DANGEROUS. BRUCE SMITH IS BACK FOR ONE MORE SEASON, JOINED BY RUN-STOPPERS DAN WILKINSON AND RENALDO WYNN. JESSIE ARMSTEAD COMES ABOARD VIA FREE AGENCY. THE FORMER GIANTS LINEBACKER IS A PERENNIAL PRO BOWLER AND PROVIDES SKILL AND LEADERSHIP. CHAMP BAILEY AND FRED SMOOT ARE ONE OF THE BEST CORNER DUOS IN THE LEAGUE.

2001 RECAP

NFL Team Rankings

Scoring:	28th
Pass Offense:	30th
Rushing Offense:	8th
Pass Defense:	7th
Rushing Defense:	20th
Turnovers:	12th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
8	8	0	256	303	4-4	4-4	2-2	6-6	4-4

TEAM RATINGS

Overall Rating:	78	██████████
Offense:	70	██████████
Defense:	91	██████████
Special Teams:	74	██████████
Quarterback:	69	██████████
Featured Running Back:	87	██████████
Wide Receivers:	76	██████████

MEET THE COACH: STEVE SPURRIER

► NFL HEAD COACHING RECORD: FIRST HEAD COACHING JOB
 ► PRIOR COACHING EXPERIENCE: HEAD COACH, UNIVERSITY OF FLORIDA (1990-01); HEAD COACH, DUKE (1987-89); HEAD COACH, TAMPA BAY-USFL (1983-85)
 ► COLLEGE PLAYING CAREER: QUARTERBACK-FLORIDA (1964-66); THREE-YEAR STARTER, 1966 HEISMAN TROPHY WINNER
 ► NFL PLAYING CAREER: QUARTERBACK-SAN FRANCISCO 49ERS 1967-75, TAMPA BAY BUCCANEERS 1976

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Patrick Ramsey	QB	Tulane
Two	Ladell Betts	RB	Iowa
Three	Rashad Bauman	CB	Oregon
Three	Cliff Russell	WR	Utah
Five	Andre Lott	DB	Tennessee
Five	Robert Royal	TE	LSU
Six	Reggie Coleman	T	Tennessee
Seven	Jeff Grau	TE	UCLA
Seven	Greg Scott	DE	Hampton
Seven	Rock Cartwright	FB	Kansas State

COACHING THE REDSKINS: STEPHEN DAVIS IS THE WORKHORSE OF THE OFFENSE, SO USE HIM ACCORDINGLY. DON'T GET PASS HAPPY BECAUSE SPURRIER IS YOUR COACH; YOU LACK THE PERSONNEL. YOU HAVE MANY OPTIONS ON DEFENSE, AND BECAUSE OF BAILEY AND SMOOT, YOU NEED NOT WORRY ABOUT USING YOUR SAFETIES IN PASS COVERAGE. USE THEM TO ROAM, STACK THE LINE AGAINST THE RUN, OR BLITZ THE QUARTERBACK. ARMSTEAD CAN CONTROL THE MIDDLE OF THE FIELD, FREEING UP YOUR OTHER LINEBACKERS TO MAKE PLAYS ON THE PERIMETER.

TEAM STATS

Category	Redskins	Opponents
Total First Downs	241	271
First Downs (rush-pass-by penalty)	104-122-15	103-149-19
Third Down Conversions/Attempts	79/223	76/210
Fourth Down Conversions/Attempts	4/13	5/17
Total Offensive Yards	4,435	4,846
Offense (plays-avg. yards)	960-4.6	982-4.9
Total Rushing Yards	1,948	1,869
Rushing (plays-avg. yards)	490-4.0	484-3.9
Total Passing Yards	2,487	2,977
Passing (comp.-att.-int.-avg. per completion)	235-432-13-6.29	262-473-23-6.59
Sacks	25	38
Interceptions>Returns for TD	23/1	13/2
Field Goals Made/Attempts	26/33	24/29
Touchdowns	25	33
Touchdowns (rush-pass-returns-defensive)	10-13-1-1	10-19-1-3
Time of Possession	30:15	29:45



INDIVIDUAL LEADERS

TEAMS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Tony Banks	370	198	53.5	2,386	10	10	2.7	29	71.3
Jeff George	42	23	54.8	168	0	3	7.1	6	34.6

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Stephen Davis	365	1,432	4.0	5	6	32
Ki-Jana Carter	63	308	4.9	3	1	30

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Michael Westbrook	57	664	11.6	4
Rod Gardner	46	741	16.7	4
Stephen Davis	28	205	7.3	0

defensive leaders

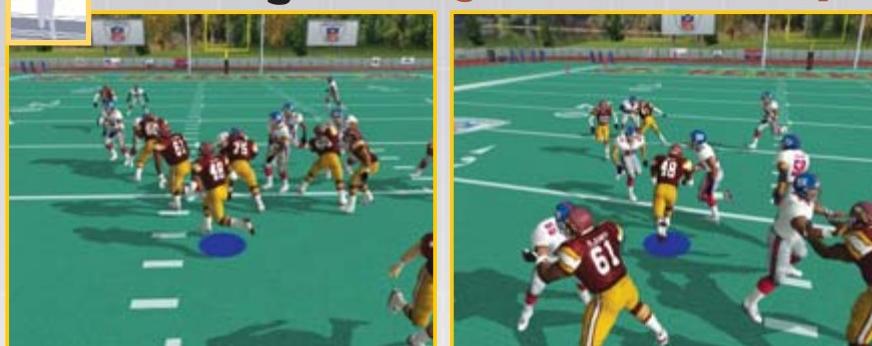
Tackles: LaVar Arrington, 82

Sacks: Bruce Smith, 5

Interceptions: Fred Smoot, 5

KEY PLAYS

Running ►►► Singleback Normal HB Sprint



Stopping the HB Sprint

The 4-3 Man Lock stuffs the HB Sprint. The pressure applied by the right outside linebacker is too much. He's into the offensive backfield before the pulling guard can reach him. At this point the play ends, or the halfback attempts to go in a different direction, usually resulting in a loss.

The HB Sprint takes advantage of Stephen Davis's power and speed. Follow the pulling right guard through the hole on the left. Davis gains momentum by sprinting toward the line prior to the handoff. After he is past the line, the defense dictates what you do next. Either continue straight up the field or bounce toward the outside.

Singleback Normal HB Sweep



Stopping the HB Sweep

The HB Sweep is a great play, but the 4-3 Storm Blitz stifles it. The secondary pursues the ball nicely to the outside in this formation, with the strong safety and cornerback arriving to make the play.

Stephen Davis is a force when running the HB Sweep to the right side of the field. Follow tight end Zeron Flemister, who delivers a smashing block on a defensive back up the field, or head straight for the sideline and a footrace to the end zone.

Passing ►►► Singleback Normal Double Outs



Shane Matthews is not the most experienced quarterback, so even though head coach Steve Spurrier will implement a complicated passing game, keep it simple. The Double Outs give you options on both sides of the field, with Kevin Lockett as your slot receiver on the left side going up and out. The tight end runs an out pattern on the right side, while the speedy Jacquez Green, your primary receiver on the play, streaks across the middle of the field.

WASHINGTON REDSKINS

Stopping the Double Outs

Pressure stops the Double Outs. Running the Nickel Under Smoke sends both linebackers and the nickel back after the quarterback from different directions. Without enough time to throw down the field, the quarterback is forced to dump it off to Green, with defenders waiting.

Shotgun 4 WR Corner Threat



Stopping the Corner Threat

You need deep coverage to stop the Corner Threat, and the Nickel Double X is just the play. With six players back to defend the pass, one of your linebackers comes on a delayed blitz. With man and zone coverage, there's not an open area on the field.

The Corner Threat features Reidel Anthony as the primary receiver. He sprints 8 yards up the field on the right side, then slants toward the sideline. Rod Gardner also lines up on the right side and burns up the field before slanting to the middle. See who the safety helps, then hit the receiver in single coverage.



Defending Against the Run ►►► 4-3 Crash Blitz



Beating the 4-3 Crash Blitz

With the defense pursuing straight ahead, a toss or pitch from any formation is effective, especially if the safeties aren't cheating forward. Send the tight end or fullback in motion in the direction you plan on running. The Crash Blitz is also susceptible to a screen pass to the halfback or fullback.

The Redskins shut down the opposing team's running game with the Crash Blitz. The front four's initial push (led by big Dan Wilkinson), the gap-shooting linebackers (including free-agent acquisitions Jeremiah Trotter and Jessie Armstead), and a secondary all pursuing the football makes running against this set impossible. Cheating the safeties closer to the line of scrimmage stacks the line more.



Defending Against the Pass ►►► Nickel Cover 4



Beating the Cover 4

The Cover 4 defense is neutralized by stacking one side of the field with a three-receiver set and sending out five receivers. Throw to the man that cuts underneath and toward the sideline. The more receivers out there, the better your chance of creating a mismatch. A draw play out of the shotgun set also nets positive yardage.

The Cover 4 provides both zone and man coverage across the field as seven players drop back into pass coverage. If the offense stacks one side of the field, make the necessary adjustments prior to the snap. Champ Bailey and Fred Smoot do such an effective job in one-on-one coverage that blitzing a linebacker, safety, or nickel back forces the quarterback into a quick decision and may prevent the play from developing down the field.


NEW ORLEANS SAINTS

Home Field: Louisiana Superdome™

Location: New Orleans, Louisiana
Type: DomeCapacity: 72,675
Surface: Turf

★ STAR PLAYERS

#87


Joe Horn
wide receiver

KEY ATTRIBUTES

SPEED: 91**BREAKING TACKLES:** 90**AGILITY:** 91**AWARENESS:** 86

Heading into his third season with the Saints and seventh overall, Joe Horn has established himself as one of the NFC's top targets, recording 177 receptions the past two years. He possesses blazing speed that will stretch any defense, and he is difficult to contain in single coverage. Horn spent two years at Itawamba Community College in Mississippi before coming to the NFL.

#29


Sammy Knight
strong safety

KEY ATTRIBUTES

SPEED: 82**TACKLING:** 90**CATCHING:** 65**AWARENESS:** 87

In his sixth season from USC, Sammy Knight enjoyed his finest year as a pro in 2001, leading the team in tackles (98), interceptions (6), and fumble recoveries (5). He is comfortable defending the pass or stopping the run. A hard-working player who always seems to be around the ball, Knight is earning a reputation around the league as a hard hitter.

✓ SCOUTING REPORT

The Saints enter 2002 with a different look. Gone is steady running back Ricky Williams, with Deuce McAllister attempting to fill his shoes. Although McAllister carried the ball 16 times as a rookie, Coach Jim Haslett believes that the second-year back is a better receiver out of the backfield and gives the Saints more versatility from that position. The offense begins the season without Pro Bowler Willie Roaf and consistent Chris Naeole, both lost to free agency. Cohesion among the new members of the line is of paramount importance for quarterback Aaron Brooks's safety. The third-year starter boasts one of the league's strongest arms; he will improve on a season in which he threw for 3,832 yards and ran for a quarterback franchise-record 358 yards. Top draft choice Donté Stallworth has world-class speed; teamed with speedster Joe Horn, they provide the Saints with a solid receiving duo.

On defense, free agency robbed the squad of Joe Johnson and La'Roi Glover. This opens the door for the Saints' other top draft choice Charles Grant, who will start from day one. Sammy Knight had his best professional season in 2001, when he led the team in tackles and interceptions. He anchors a decent secondary made better by the acquisition of Dale Carter. Stallworth should be the primary punt returner.



TEAM STATS

Category	Saints	Opponents
Total First Downs	284	284
First Downs (rush-pass-by penalty)	87-184-23	88-169-27
Third Down Conversions/Attempts	89/227	80/201
Fourth Down Conversions/Attempts	6/18	3/12
Total Offensive Yards	5,226	5,070
Offense (plays-avg. yards)	1,031-5.1	948-5.3
Total Rushing Yards	1,712	1,715
Rushing (plays-avg. yards)	419-4.1	443-3.9
Total Passing Yards	3,514	3,355
Passing (comp.-att.-int.-avg. per completion)	313-562-22-6.84	278-452-15-8.14
Sacks	53	50
Interceptions/Returns for TD	15/0	22/1
Field Goals Made/Attempts	27/31	27/31
Touchdowns	36	47
Touchdowns (rush-pass-returns-defensive)	8-27-0-1	13-30-1-1
Time of Possession	29:24	30:36



2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	333	409	3-5	4-4	2-2	5-7	4-4



TEAM RATINGS

Overall Rating:	78	
Offense:	77	
Defense:	85	
Special Teams:	79	
Quarterback:	84	
Featured Running Back:	80	
Wide Receivers:	82	

MEET THE COACH: JIM HASLETT

► NFL Head Coaching Record: New Orleans Saints 18-16 (2000-Present)
 ► Prior Coaching Experience: Defensive Coordinator, Pittsburgh (1997-99); Defensive Coordinator, New Orleans (1995-96); Linebackers Coach, Oakland (1993)
 ► College Playing Career: Defensive End—Indiana University of Pennsylvania 1975-78; All-American
 ► NFL Playing Career: Linebacker—Buffalo Bills 1979-86, New York Jets 1987; Two Pro Bowls



2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Donté Stallworth	WR	Tennessee
One	Charles Grant	DE	Georgia
Two	LeCharles Bentley	OL	Ohio State
Three	James Allen	LB	Oregon State
Four	Keyuo Craver	CB	Nebraska
Five	Mel Mitchell	DB	Western Kentucky
Six	J.T. O'Sullivan	QB	California-Davis
Six	John Gilmore	TE	Penn State
Seven	Derrius Monroe	DE	Virginia Tech

COACHING THE SAINTS: McALLISTER GIVES YOU MORE OPTIONS THAN WILLIAMS DID ON OFFENSE. HE'S QUICKER, HAS BETTER BREAKAWAY SPEED, AND IS A MORE DANGEROUS RECEIVER OUT OF THE BACKFIELD. USE THE SCREEN PASS WITH YOUR FIRST-YEAR STARTER. BROOKS HAS A CANNON FOR AN ARM. SEND THE SPEEDY HORN AND THE SPEEDIER STALLWORTH DEEP, BUT DIVERSIFY THE AIR ATTACK. RUN OUT PATTERNS AND THROW THE WIDE RECEIVER SCREEN. YOUR DEFENSE WILL SLOW THE RUN. THIS ALLOWS YOU TO HELP OUT THE CORNERS IN OBVIOUS PASSING SITUATIONS.

2001 RECAP

NFL Team Rankings

Scoring:	13th
Pass Offense:	9th
Rushing Offense:	17th
Pass Defense:	18th
Rushing Defense:	14th
Turnovers:	21st



INDIVIDUAL LEADERS quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Aaron Brooks	558	312	55.9	3,832	26	22	3.9	50	76.4
quarterbacks									
PLAYER									
	RUSHES		YARDS		PER CARRY		TD	FUMBLES	LONG
Ricky Williams	313		1,245		4.0		6	8	46
Aaron Brooks	80		358		4.5		1	13	26
quarterbacks									
PLAYER									
	REC		YARDS		YDS PER CATCH		TD		
Joe Horn	83		1,265		15.2		9		
Willie Jackson	81		1,046		2.9		5		
Ricky Williams	60		511		8.5		1		
quarterbacks									

Tackles: Sammy Knight, 78

Sacks: Charlie Clemons, 13.5

Interceptions: Sammy Knight, 6

KEY PLAYS

Running ►►► I Form Normal HB Toss



Stopping the HB Toss

The 4-3 Thunder is an outstanding set against runs to the outside. It sends the left outside linebacker in pursuit of the spot the ball carrier is headed. The linebacker usually makes the tackle. If not, he'll force the halfback out of bounds, or slow him enough for other defenders to arrive and finish the play.

Deuce McAllister has blazing speed and is shifty running to the outside. This makes the HB Toss the bread and butter of the Saints running attack. Send the fullback in motion, then follow him around the outside of the line, but stay inside of the block by your wide receiver.

Weak I Normal HB Off Tackle



Stopping the HB Off Tackle

The 4-3 Crash Blitz doesn't allow the HB Off Tackle to materialize. The left outside linebacker crashes hard, providing an obstacle where the halfback crosses the line. With linebackers and defensive backs in the vicinity, if your left outside linebacker doesn't make the tackle, he'll slow the ball carrier enough so a teammate can.

The HB Off Tackle sends McAllister to the right side of the line. The tackle and guard hold their ground while tight end David Sloan delivers the key block. After turning the corner, you could run straight up the field or head toward the sideline. This is not a sweep, so don't break to the outside too soon.

Passing ►►► I Form Normal FL Hook



Stopping the FL Hook

By pressuring quarterback Aaron Brooks in the 4-3 Whip Man, throwing to Horn becomes a less attractive option because the area is swarming with defenders. If you don't get the sack, you'll force him into throwing a screen pass. The damage will be minimal with the defense in the vicinity.

The FL Hook does an effective job of spreading the field. The halfback and fullback run in opposite directions and are safety valves. Joe Horn is the primary receiver. He'll sprint down the right side of the field 10 yards before hooking to the inside. Deliver the ball as he turns.

Shotgun Normal WR Drag



Stopping the WR Drag

To stop the WR Drag, shut down the middle of the field to prevent Horn from getting the ball. But, you also need deep coverage to contend with Stallworth. The Nickel Double Slot is ideal; the linebacker stays put to offset Horn, and the coverage is there to prevent a deep ball.

The WR Drag features Horn as the primary receiver, dragging his way across the field. This is a great way to get the ball to the speedy Horn in the open field. If this option is taken away, Jerome Pathon lines up in the slot. He goes 10 yards down the field, stops, then starts. Loft the ball over the defense to the streaking rookie.

Defending Against the Run ►►► 4-3 Thunder



Beating the Thunder

Because both outside linebackers vacate their spots, this defense falters up the middle. The Singleback Big HB Belly Weak sends the ball carrier to the outside, but he changes directions and pounds it up the middle. If you can penetrate the line, there is no linebacker to stop you.

The Saints do a nice job against the run by using the 4-3 Thunder. The front four can stop the run up the middle, but in this formation, the linebackers pursue to the outside to shut down the perimeters. This decreases the likelihood of being beaten by an HB Pitch or HB Toss.

Defending Against the Pass ►►► Nickel Inside Blitz



Beating the Nickel Inside Blitz

The quarterback needs to get out of the pocket and dump off the ball, preferably over the blitz to a vacated area of the field. Scan the field before the snap and notice the players creeping forward. If your quarterback is alone in the backfield, look for the tight end releasing off the line, or a short out pattern to the same side.

This defensive formation is about forcing the issue as opposed to blanketing the field. The left outside linebacker and middle linebacker blitz, forcing the pocket to collapse. This forces the quarterback to make a decision. The pressure is too intense for plays to develop downfield, making the Inside Blitz ideal for long-yardage situations.



SEATTLE SEAHAWKS

Home Field: Seahawks Stadium
Location: Seattle, Washington

Type: Open
Capacity: 67,000

Surface: Turf

★ STAR PLAYERS



Darrell Jackson
wide receiver

KEY ATTRIBUTES

SPEED: 84

BREAKING TACKLES: 88

AGILITY: 87

AWARENESS: 83

ENTERING HIS THIRD SEASON OUT OF FLORIDA, DARRELL JACKSON HAD A BREAKOUT YEAR IN 2001, LEADING THE SEAHAWKS WITH 70 CATCHES FOR 1,081 YARDS AND EIGHT TOUCHDOWNS. HE SHOWS GREAT STRENGTH AND RUNS SOLID ROUTES, AND HE CAN FIGHT THROUGH BUMP-AND-RUN COVERAGE. LEFT UNATTENDED, HE CAN ALSO STRETCH THE DEFENSE WITH HIS SPEED. JACKSON HAS GREAT HANDS. IF HE CAN TOUCH IT, HE'LL CATCH IT. HIS LOW CENTER OF GRAVITY MAKES IT DIFFICULT TO BRING HIM DOWN IN THE OPEN FIELD.



Shawn Springs
cornerback

KEY ATTRIBUTES

SPEED: 99

CATCHING: 67

ACCELERATION: 99

AWARENESS: 88

IN HIS SIXTH NFL SEASON, SHAWN SPRINGS BOUNCES BACK FROM AN INJURY-MARRED 2001 SEASON IN WHICH HE WAS LIMITED TO SIX GAMES. HE'S EXPECTED TO RETURN TO HIS PRO-BOWL CALIBER PLAY AND ANCHOR THE SECONDARY FOR AN EMERGING SEAHAWKS DEFENSE. HE HAS DECENT SIZE FOR A CORNER, GREAT SPEED, AND HITS LIKE A TRUCK IN THE OPEN FIELD. PRIOR TO TURNING PRO, SPRINGS PLAYED AT OHIO STATE, WHERE HE WAS BIG 10 DEFENSIVE PLAYER OF THE YEAR IN 1996.

✓ SCOUTING REPORT

THE SEAHAWKS BEGIN 2002 AS A CHANGED FRANCHISE. THEY'VE CHANGED THEIR COLORS, THEY HAVE A NEW LOGO, A NEW STADIUM, NEW DIVISION, NEW CONFERENCE, AND NEW UNIFORMS. THEY ALSO HAVE QUARTERBACK TRENT DILFER, WHO HAS WON 20 OF HIS PAST 21 STARTS, INCLUDING THE RAVENS' SUPER BOWL WIN TWO YEARS AGO. HE THREW FOR 844 YARDS AND SIX TOUCHDOWNS DURING HIS FOUR SEATTLE STARTS IN 2001. HE'LL HAVE SUPPORT ON OFFENSE, INCLUDING SHAUN ALEXANDER, WHO GETS HIS CHANCE TO START EVERY GAME. LAST SEASON IN 12 STARTS, THE THIRD-YEAR PRO FROM ALABAMA RAN FOR 1,318 YARDS AND 14 TOUCHDOWNS, AND ENTERS 2002 AS ONE OF THE MORE UNDERRATED PLAYERS IN THE GAME. WALTER JONES IS THE HEART AND SOUL OF A GOOD OFFENSIVE LINE. DARRELL JACKSON IS DILFER'S MAIN TARGET AT RECEIVER, JOINED BY LAST SEASON'S TOP PICK KOREN ROBINSON AND TRUSTY THIRD-DOWN RECEIVER BOBBY ENGRAM. THIS YEAR'S TOP PICK, TIGHT END JERRAMY STEVENS, HAS THE TALENT TO BE AN IMPACT PLAYER AS A ROOKIE.

WHEN ON DEFENSE, SEATTLE LEANS ON A CORE OF EXPERIENCED PLAYERS. CHAD EATON AND JOHN RANDLE MAN THE CENTER OF THE LINE. THEY BOTH STUFF THE RUN AND PUT AMPLE PRESSURE ON THE QUARTERBACK. CHAD BROWN, LEVON KIRKLAND, AND ANTHONY SIMMONS MAKE UP AN ABOVE-AVERAGE GROUP OF LINEBACKERS, WHILE SHAWN SPRINGS IS A SHUTDOWN CORNER ABLE TO MAKE BIG PLAYS. AFTER THE SEAHAWKS LOST RECORD SETTING RETURN SPECIALIST CHARLIE ROGERS TO THE EXPANSION DRAFT, ENGRAM WILL BE THE ONE RETURNING PUNTS.

2001 RECAP

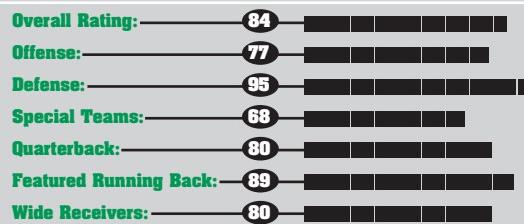
NFL Team Rankings

Scoring:	18th
Pass Offense:	27th
Rushing Offense:	9th
Pass Defense:	23rd
Rushing Defense:	15th
Turnovers:	11th

2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
9	7	0	301	324	6-2	3-5	8-4	1-3	5-3

TEAM RATINGS



MEET THE COACH:

MIKE HOLMGREN

►NFL HEAD COACHING RECORD: SEATTLE SEAHAWKS 24-25 (1999-PRESENT); GREEN BAY PACKERS 84-42 (1992-98)

►PRIOR COACHING EXPERIENCE: ASSISTANT COACH, SAN FRANCISCO (1986-91); ASSISTANT COACH, BYU (1982-85)

►COLLEGE PLAYING CAREER: QUARTERBACK-USC 1966-69

►NFL PLAYING CAREER: N/A

2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Jerramy Stevens	TE	Washington
Two	Maurice Morris	RB	Oregon
Two	Anton Palepoi	DE	UNLV
Three	Kris Richard	CB	USC
Four	Terreal Bierria	FS	Georgia
Five	Rocky Bernard	DT	Texas A&M
Five	Ryan Hannam	TE	Northern Iowa
Five	Matt Hill	T	Boise State
Six	Craig Jarrett	P	Michigan State
Seven	Jeff Kelly	QB	Southern Mississippi

COACHING THE SEAHAWKS: FOR DILFER TO BE EFFECTIVE, ESTABLISH A RUNNING GAME. THIS ISN'T DIFFICULT WITH SHAUN ALEXANDER. HE'S GREAT TO THE OUTSIDE, BUT PRODUCTIVE RUNNING BETWEEN THE TACKLES. STEVENS HAS GREAT HANDS AND IS RELIABLE IN SHORT-YARDAGE PASSING SITUATIONS. ON DEFENSE, SPRINGS IS A BLANKET AT ONE CORNER, BUT YOU'LL NEED TO HELP KEN LUCAS AT TIMES ON THE OTHER SIDE. THIS IS IMPORTANT TO NOTE, BECAUSE THE SEATTLE DEFENSE WILL HAVE DIFFICULTY GETTING TO THE QUARTERBACK, WHICH MEANS HE'LL HAVE MORE TIME TO SURVEY THE FIELD.

TEAM STATS

Category	Seahawks	Opponents
Total First Downs	274	300
First Downs (rush-pass-by penalty)	107-141-26	91-186-23
Third Down Conversions/Attempts	77/213	92/223
Fourth Down Conversions/Attempts	8/17	6/11
Total Offensive Yards	4,772	5,206
Offense (plays-avg. yards)	980-4.9	1,028-5.1
Total Rushing Yards	1,936	1,721
Rushing (plays-avg. yards)	469-4.1	427-4.0
Total Passing Yards	2,836	3,485
Passing (comp.-att.-int.-avg. per completion)	258-462-12-6.85	339-563-14-6.63
Sacks	38	49
Interceptions>Returns for TD	14/2	12/0
Field Goals Made/Attempts	20/32	29/36
Touchdowns	34	34
Touchdowns (rush-pass-returns-defensive)	15-15-1-3	9-20-1-2
Time of Possession	29:51	30:09

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Matt Hasselbeck	321	176	54.8	2,023	7	8	2.5	38	70.9
Trent Dilfer	122	73	59.8	1,014	7	4	3.3	10	92.0

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Shaun Alexander	309	1,318	4.3	14	4	88
Ricky Watters	72	318	4.4	1	1	40

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Darrell Jackson	70	1,081	15.4	8
Shaun Alexander	44	343	7.8	2
Koren Robinson	39	536	13.7	1

defensive leaders

Tackles: Anthony Simmons, 101

Sacks: John Randle, 11

Interceptions: Willie Williams, 4

KEY PLAYS 

Running ►►► I Form Big HB Lead Toss



Stopping the HB Lead Toss

Stopping a halfback with speed to the outside is easier said than done. Run the 4-3 Man Lock for the best containment against the HB Lead Toss. The right outside linebacker leads the pursuit, often meeting the ball carrier at or behind the line of scrimmage.

Shaun Alexander is one of the most versatile halfbacks in the game today. On the HB Lead Toss, you can send the fullback in motion left to provide the key block, or follow him when the play begins. Big left tackle Walter Jones is a dominant run blocker who helps Alexander get to the outside and use his amazing speed.

I Form Normal HB Counter Weak



Stopping the HB Counter Weak

The 4-3 Whip Man is the defense best suited to stopping the HB Counter Weak. The entire defense is thinking run and sticks close to the line. There are no holes in the line, meaning the ball carrier goes down or tries to break it outside, most likely resulting in a loss.

The right guard leads the charge pulling left in the HB Counter Weak. Alexander runs the counter to the left behind the block of his fullback, but you must decide whether to run to the inside or outside of the block. The defense dictates your decision.



Passing ►►► I Form Normal Short Slants



Trent Dilfer has three good options in the Short Slants formation. Koren Robinson starts out on the left and winds up slanting to the right, and Darrell Jackson starts right and slants left. If your receivers are covered, Shaun Alexander runs a delayed screen route to the left side, and is wide open against most pass-coverage formations.

Stopping the Short Slants

The 4-3 Thunder stifles the Short Slants. The receivers are well covered down the field by the corners and the safeties. To stop this play, have a defender ready for the screen to Alexander.

Singleback 4 WR Wide



Stopping the WR Wide

Call the Nickel NB Blitz to avoid being hurt by the WR Wide. The nickel back blitzes on this play, but you need to adjust it closer to the line prior to the snap. The extra pressure doesn't allow for much to develop down the field, especially with the safeties cheating to the outside to help the corners with the receivers. The safety valve isn't as accessible either, because the linebacker stays home.

Robinson and Jackson run identical up, in, and out patterns on the left and right sides respectively. This is a great play to call in the two-minute offense, because the receivers are able to get out of bounds after catching the ball. If these two options are not available, Bobby Engram is your safety valve, lining up in the slot and slanting in 5 yards.

Defending Against the Run ►►► 4-3 Crash Blitz



Beating the Crash Blitz

A Weak Side Pitch is your best bet in beating the Crash Blitz. Run it out of the Singleback Trips, and you'll have three receivers who become blockers on the play. Screen passes are also effective.

With Chad Eaton and John Randle in the center of the defensive line, the Seahawks are tough up the middle. The 4-3 Crash Blitz stuffs the run. The front four pushes hard while the left outside linebacker blitzes. The secondary plays a tight man-to-man coverage while waiting to pursue would-be ball carriers.

Defending Against the Pass ►►► Nickel Man Zone



Beating the Man Zone

Stacking one side of the field is an effective way to offset the Man Zone. Run a Singleback set with five receivers. The more receivers you have, the fewer extra defenders are available for double coverage. Spread the field and look for the mismatch.

The Seahawks are good against the pass. Shawn Springs is one of the top cover men in the league and can stop any receiver. The Man Zone is effective when the front four of the Seahawks can get to the quarterback. With pressure from the line and seven players waiting in pass coverage, the quarterback must choose between taking a sack or risking an interception.



PITTSBURGH STEELERS

Home Field: Heinz Field™
Location: Pittsburgh, Pennsylvania

Type: Open
Capacity: 64,450

Surface: Grass

★ STAR PLAYERS

#36		Jerome Bettis halfback
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KEY ATTRIBUTES

SPEED: 82 **BREAKING TACKLES:** 98

AGILITY: 82 **AWARENESS:** 93

OUT OF NOTRE DAME, JEROME BETTIS IS THE BEST BIG BACK (MORE THAN 250 POUNDS) TO EVER PLAY IN THE NFL. "THE BUS" HAS SURPASSED 1,000 RUSHING YARDS IN EIGHT OF HIS NINE PRO SEASONS, INCLUDING 1,072 YARDS AND FOUR TOUCHDOWNS IN 2001. HE ENTERS THE SEASON 12TH ON THE ALL-TIME RUSHING LIST WITH 10,876 YARDS. HE RUNS OVER PEOPLE. HE CANNOT BE BROUGHT DOWN IN THE OPEN FIELD BY A CORNERBACK. A DEPENDABLE BALL CARRIER WITH GREAT HANDS, BETTIS RARELY FUMBLES.

#92		Jason Gildon outside linebacker
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KEY ATTRIBUTES

SPEED: 80 **TACKLING:** 90

STRENGTH: 75 **AWARENESS:** 90

JASON GILDON MADE HIS SECOND-Straight Pro Bowl after leading the team with 12 sacks. In fact, after eight seasons in the Steeler uniform, GILDON IS THIRD ON THE TEAM'S ALL-TIME SACK LIST WITH 62.5, RANKING HIM IN GOOD COMPANY BEHIND L.C. GREENWOOD AND HALL-OF-FAMER JOE GREENE. HE IS A PHYSICAL AGGRESSIVE OUTSIDE LINEBACKER WHO HAS EMERGED AS A HIGH-CALIBER PLAYER. GILDON IS A BIG-PLAY DEFENDER, EARNING A REPUTATION EARLY IN HIS CAREER AS ONE OF THE STEELERS' TOP SPECIAL TEAMS PLAYERS.

✓ SCOUTING REPORT

THE STEELERS WERE ONE OF THE SURPRISES OF THE 2001 SEASON, GOING 13-3 BEFORE LOSING TO THE EVENTUAL CHAMPION PATRIOTS IN THE AFC TITLE GAME. ONE OF THE KEYS TO THE PITTSBURGH RESURGENCE WAS QUARTERBACK KORDELL STEWART. THE EIGHTH YEAR PRO HAD HIS BEST SEASON THROWING FOR A CAREER-HIGH 3,109 YARDS. HE ALSO RUSHED FOR 537 YARDS, WHICH WAS THE MOST BY A QUARTERBACK IN 2001. JEROME BETTIS LED THE GROUND ATTACK, RUNNING FOR 1,072 YARDS THROUGH 11 GAMES BEFORE A GROIN INJURY SIDELINED HIM FOR THE REST OF THE SEASON. HE'S NOW HEALTHY AND READY TO ASSUME HIS DUTIES AS A STARTER. THE SPEEDY AMOS ZEREOUE AND THE RUGGED CHRIS FUAMATU-MA'AFALA ARE AMPLE STAND-INS WHEN THE BUS CAN'T GO. THE OFFENSIVE LINE PLAYED AT A HIGH LEVEL IN 2001, AND THAT IS EXPECTED TO CONTINUE THIS SEASON. GUARD ALAN FANECA WAS RECOGNIZED FOR HIS FINE PLAY BY BEING NAMED TO THE AFC Pro Bowl Squad. HINES WARD AND PLAXICO BURRESS START AT WIDE RECEIVER.

THE 2002 VERSION OF THE STEEL CURTAIN IS LED BY THE LINEBACKERS. KENDRELL BELL WAS DEFENSIVE ROOKIE OF THE YEAR IN 2001 AND WAS NAMED TO THE PRO BOWL SQUAD. JASON GILDON HAS PLAYED IN TWO STRAIGHT PRO BOWLS AND IS HIGHLY REGARDED IN A DIVISION THAT INCLUDES RAY LEWIS AND TAKEO SPIKES. JOEY PORTER IS A PASS-RUSHING FORCE, TOTALING 19.5 SACKS IN HIS FIRST TWO SEASONS IN THE STARTING LINEUP. CHAD SCOTT AND DEWAYNE WASHINGTON ARE THE STARTING CORNERS. BOTH DEFEND THE PASS WELL, BUT ARE MORE SUITED TO STOP THE RUN.

COACHING THE STEELERS: THE GROUND GAME IS STRONG. BETTIS IS DIFFICULT TO STOP, BUT HE'S MORE EFFECTIVE RUNNING BETWEEN THE TACKLES. THE PASSING GAME IS UNDERRATED, AND STEWART IS DANGEROUS ON THE ROLLOUT, WHERE HE CAN RUN IF NOTHING DEVELOPS. BURRESS AND WARD ARE BOTH DEPENDABLE TARGETS. BELL AND GILDON ARE CONSISTENT PLAYMAKERS ON DEFENSE. USE YOUR SAFETIES TO HELP OUT BOTH CORNERS ON OBVIOUS PASSING DOWNS, BECAUSE NEITHER SCOTT NOR WASHINGTON CAN CONSISTENTLY HANDLE SINGLE COVERAGE.



TEAM STATS

Category	Steelers	Opponents
Total First Downs	314	254
First Downs (rush-pass-by penalty)	148-150-16	70-160-24
Third Down Conversions/Attempts	106/232	68/199
Fourth Down Conversions/Attempts	6/12	4/17
Total Offensive Yards	5,887	4,137
Offense (plays-avg. yards)	1,065-5.5	919-4.5
Total Rushing Yards	2,774	1,195
Rushing (plays-avg. yards)	580-4.8	339-3.5
Total Passing Yards	3,113	2,942
Passing (comp.att.int.-avg. per completion)	274-454-12-7.26	295-525-16-6.30
Sacks	55	31
Interceptions/Returns for TD	16/2	12/0
Field Goals Made/Attempts	30/44	9/20
Touchdowns	38	26
Touchdowns (rush-pass-returns-defensive)	17-16-1-5	5-19-0-1
Time of Possession	34:10	25:50

2001 RECAP

NFL Team Rankings

Scoring:	7th
Pass Offense:	21st
Rushing Offense:	1st
Pass Defense:	4th
Rushing Defense:	1st
Turnovers:	10th

PITTSBURGH STEELERS

INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Kordell Stewart	442	266	60.2	3,109	14	11	2.5	29	81.7
Tommy Maddox	9	7	77.8	154	1	1	11.1	1	116.2

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Jerome Bettis	225	1,072	4.8	4	3	48
Kordell Stewart	96	537	5.6	5	11	48

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Terrell Owens	94	1,003	10.7	4
J.J. Stokes	66	1,00	15.3	6
Garrison Hearst	24	409	17.0	2

defensive leaders

Tackles: Earl Holmes, 83

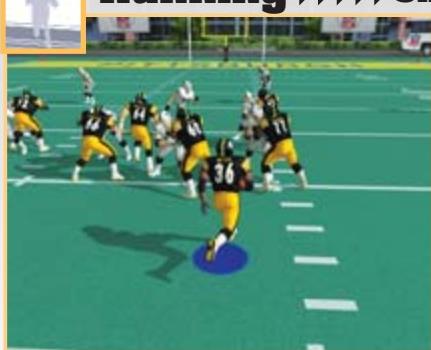
Sacks: Jason Gildon, 12

Interceptions: Chad Scott, 5

KEY PLAYS



Running ►►► Singleback Big-HB Belly Strong



4-3 Mike Blitz

Stopping the Belly Strong comes down to the 4-3 Mike Blitz with repositioning of your linebackers. The middle and outside linebacker are blitzing, so put them in a spot on the line where they can shoot the gap as the ball carrier arrives.

Jerome Bettis is at his best running between the tackles. In the Belly Strong, the hole opens between the right guard and right tackle. Run between the blocks and don't try to break it to the outside, because Bettis does not have the speed to beat a linebacker around the corner.

Singleback Normal HB Cutback



Stopping the HB Cutback

Runs up the middle are stopped by gap-shooting linebackers and safeties. This happens in the 4-3 Fire Man. As the ball carrier approaches the line in the HB Cutback, the left outside linebacker either shoots the gap and makes the tackle or forces the man outside where defenders are swarming.

The HB Cutback makes Bettis look good, but it is made possible by the pulling left guard who leads the way through the defense. Follow his block across the line of scrimmage. While he doesn't have blazing speed, Bettis's power is no match for a defensive back trying to bring him down in the open field.

Passing ►►► Singleback Normal PA Rollout



Stopping the PA Rollout

The PA Rollout is stymied by the Nickel NB Blitz. Position the blitzing nickel back closer to the line prior to the snap. The play action gives the blitzer time to penetrate the pocket, leaving the quarterback little time to survey the field.

Nothing freezes a defense like play action. The PA Rollout looks like Bettis is rumbling toward the middle of the line, but instead, Kordell Stewart rolls right. Hines Ward runs an up-and-out pattern and finds daylight on the right sideline. Plaxico Burress and slot man Terrence Mathis start left, but their patterns take them right in the direction the quarterback is rolling. If no one is open, Stewart is one the league's best running quarterbacks.

Shotgun 4 WR FL Drag



Stopping the FL Drag

To stop the FL Drag, run the Nickel Man-QB Spy. The free safety drops back in a zone while the man coverage takes away the middle of the field. The pass may succeed, but the defense is there to contain the receiver.

The FL Drag shows off Ward's blazing speed and gives him the ball in stride in the open field. If Ward is covered, look left where Burress and Mathis cross each other. To stop the clock, throw to Mathis near the sideline.

Defending Against the Run ►►► 3-4 OLB Blitz



Beating the OLB Blitz

Quick out passes negate the OLB Blitz. Use the Split Backs Normal TE Go. The tight end comes off the line without coverage for the first 5 yards. Run this play a few times against the blitz to keep the defense honest.

The Steelers are known for having great linebackers, and this version of the squad is no different. In the OLB Blitz, Jason Gildon and Joey Porter come hard, destroying any chance of an outside run, while James Farrior and Kendrell Bell stop anything up the middle. This rush is intense, and the ball carrier is stopped for a loss.

Defending Against the Pass ►►► Nickel Under Smoke



Beating the Under Smoke

The Under Smoke is broken with quick out passes to receivers in single coverage. Run the Shotgun 5 WR Slot Flats. The halfback lines up as a receiver on the right and runs toward the sideline while a wide receiver on the other side runs the same route. With the pressure coming, there are no defenders within 10 yards, so one of these guys is wide open.

The Nickel Under Smoke is an outstanding defense for stopping the pass. The linebackers dictate the play. Gildon and Porter blitz, causing the pocket to collapse before it is established. The field is covered with a combination man and zone, but because of the pressure, the opposing quarterback has no time to look downfield. If it doesn't produce a sack, this defense rewards you with an interception.



HOUSTON TEXANS

Home Field: Reliant Stadium™
Location: Houston, Texas

Type: Retractable Roof
Capacity: 69,500

Surface: Grass

★ STAR PLAYERS

#71 Tony Boselli
tackle

KEY ATTRIBUTES

RUN BLOCKING: 94 STRENGTH: 98

PASS BLOCKING: 96 AWARENESS: 95

TONY BOSELLI IS THE BEST TACKLE IN THE CONTEMPORARY NFL. AN ORIGINAL MEMBER OF THE JAGUARS, HE COMES TO THE EXPANSION TEXANS AFTER SEVEN SEASONS WITH JACKSONVILLE. BOSELLI HOLDS HIS GROUND WHEN PASS BLOCKING AND OPENS UP HOLES FOR THE HALFBACKS IN THE GROUND ATTACK. HE IS RESPONSIBLE FOR PROTECTING THE QUARTERBACK'S BLIND SIDE.

#55 Jamie Sharper
middle linebacker

KEY ATTRIBUTES

SPEED: 78 TACKLING: 89

STRENGTH: 76 AWARENESS: 86

JAMIE SHARPER BRINGS SUPER BOWL EXPERIENCE TO THE EXPANSION TEXANS AFTER WINNING A RING WITH THE RAVENS. HE WAS BALTIMORE'S SECOND LEADING TACKLER IN 2001. IN HIS SIXTH NFL SEASON FROM VIRGINIA, SHARPER IS A VERSATILE LINEBACKER WHO CAN STAY ON THE LINE TO STOP THE RUN, BLITZ THE QUARTERBACK, OR DROP BACK INTO PASS COVERAGE.

SCOUTING REPORT

THE TEXANS' FIRST NFL SEASON SHOULD BE INTERESTING. DAVID CARR WAS THE FIRST PLAYER TAKEN IN THE DRAFT AND EVENTUALLY WILL BE THE STARTING QUARTERBACK. FOR NOW, JOURNEYMAN KENT GRAHAM IS THE MAN. FORMER BEAR JAMES ALLEN IS THE FEATURED BACK, AND COREY BRADFORD AND JERMAINE LEWIS ARE THE STARTING RECEIVERS. JABAR GAFFNEY IS A QUALITY THIRD RECEIVER. THE OFFENSIVE LINE, AMASSED PRIMARILY IN THE EXPANSION DRAFT, SHOULD GIVE THE RECEIVERS TIME TO MAKE PLAYS. LEFT TACKLE TONY BOSELLI, WHO WILL PROTECT CARR'S AND GRAHAM'S BLIND SIDE, IS REGARDED AS A FUTURE HALL-OF-FAMER.

THE 3-4 DEFENSE IS KEYED BY LINEBACKERS. JAMIE SHARPER AND KAILEE WONG ARE HIGH-ENERGY PLAYMAKERS AND WILL BOTH STUFF THE RUN AND GET TO THE QUARTERBACK. THE SECONDARY, ANCHORED BY FORMER JETS CORNERS AARON GLENN AND MARCUS COLEMAN, WILL BE MORE SUITED TO PASS COVERAGE THAN ASSISTING IN STOPPING THE RUN. LEWIS IS A TWO-TIME Pro Bowler AS A RETURN SPECIALIST AND HAS RETURNED SIX CAREER PUNTS FOR TOUCHDOWNS. KRIS BROWN MISSED 14 FIELD GOALS IN 2001 FOR THE STEELERS, BUT MADE 50-59 HIS FIRST TWO SEASONS. THE FRONT OFFICE HOPES LAST YEAR WAS AN ABERRATION.

KEY PLAYS

Running ►►► Singleback Normal HB Sprint



The Texans have a good running game because of their offensive line's strength. Run the HB Sprint to the left side. James Allen carries the ball behind the punishing run blocking of Tony Boselli. Wait for the hole to open, then fire through the line.

Stopping The HB Sprint

The HB Sprint is negated by the 4-3 Fire Man. The right outside linebacker and the middle linebacker blitz on the play, closing any holes in the line. If the ball carrier doesn't break off his run, the right outside linebacker meets him in the backfield. If he cuts into the middle of the line, the middle linebacker will be waiting, and if he breaks outside, the pursuit forces him to move laterally toward the sideline.

Singleback Normal HB Cutback



Stopping The HB Cutback

Even going up against the Texans, you will neutralize the HB Cutback with the 4-3 Man Lock. The right outside linebacker blitzes, meeting the ball carrier in the backfield or forcing the play inside where the middle linebacker is waiting.

The HB Cutback shows off the skill of the Texans' offensive line. The right guard pulls left and blocks the right outside linebacker, opening a hole. Allen runs between the guard and Boselli. For an extra blocker on the left side, send the tight end in motion from right to left prior to the snap.



Passing ►►► Singleback Normal Double Outs



Stopping The Double Outs

The Nickel Under 4 cancels the Double Outs. It is effective defending the perimeters and using the sideline as an extra defender. It keeps a linebacker in place to prevent the big gainer over the middle.

The Double Outs gives the quarterback safe options on both sides of the field. The outside receivers, Corey Bradford and Jabar Gaffney, go up and into the middle. See what the defense gives you. If a zone is waiting, look for tight end Rod Rutledge on the right sideline or Jermaine Lewis running the same pattern on the left side of the field.

Shotgun Trips Deep Attack



Stopping The Deep Attack

The Deep Attack sends receivers to the middle of the field, and they will have trouble finding room against the Nickel Robber. This defense creates a two-man deep zone in the middle of the field that forces the quarterback to look for another option. This play stops most passing plays to the deep center portion of the field.

The Deep Attack features Bradford and Avion Black crossing on the right side. See who commands the attention of the safety before choosing which receiver to throw to. Gaffney runs out on the left side and has the speed to turn the corner after making the catch.

Defending the Run ►►► 3-4 Man Lock

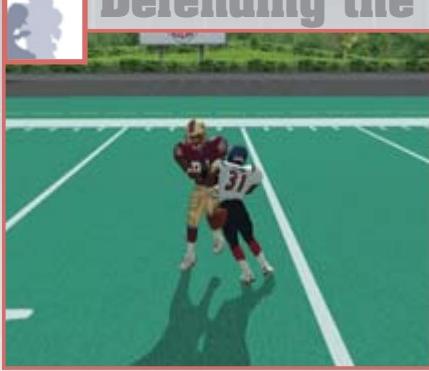


Beating the Man Lock

The Man Lock is defeated by screens or quick outs. Try the I Normal Short Slants and watch James Allen. As the pocket collapses, he delays, then flares out to the left side. With the linebackers looking for the run, he'll be wide open.

The Texans are one of the few teams in the NFL to run a 3-4 set, and they rely on the Man Lock in running situations. Right outside linebacker Greg Jones blitzes, forcing the issue on the left side of the line. The remaining linebackers stay home waiting to see which direction to pursue.

Defending the Pass ►►► Nickel Double X



Beating The Double X

With the linebackers pressuring the quarterback, the middle of the field is open. Bradford streaks across the middle in the Singleback Normal WR Drag. One linebacker staying home is no match for the speedy receiver. Wait until he's past the linebacker before giving him the ball.

When the Texans need to stop the pass, they turn to the Double X. With a blend of man and zone coverage, this defensive set creates a turnover. The quarterback sees the opposition when looking down the field, and with linebacker Kailee Wong coming on a delayed blitz, he is forced into a bad decision.





TENNESSEE TITANS

Home Field: Nashville, TN
Stadium Location: Nashville, Tennessee

Type: Open
Capacity: 67,000

Surface: Grass

★ STAR PLAYERS



Eddie George
halfback

KEY ATTRIBUTES

SPEED: 86

BREAKING TACKLES: 91

AGILITY: 87

AWARENESS: 88

DESPITE A 2001 SLOWED BY INJURIES, EDDIE GEORGE STAMPS HIS NAME AMONG THE ELITE RUNNING BACKS IN LEAGUE HISTORY. HE AMASSED 7,813 YARDS DURING HIS SIX YEARS IN THE LEAGUE AND EXTENDED HIS STREAK OF CONSECUTIVE STARTS TO 96 GAMES DURING THE PAST SEASON. EACH SEASON, GEORGE HAS IMPROVED AS A RECEIVER. MANY NFL DEFENSIVE PLAYERS REFER TO HIM AS THE TOUGHEST BACK TO BRING DOWN. A FIRST-ROUND PICK IN 1996, GEORGE ENTERED THE LEAGUE OUT OF OHIO STATE AFTER WINNING THE HEISMAN TROPHY.



Jevon Kearse
defensive end

KEY ATTRIBUTES

SPEED: 84

TACKLING: 79

STRENGTH: 80

AWARENESS: 60

THREE YEARS INTO HIS PRO CAREER, JEVON KEARSE, FROM FLORIDA, HAS BECOME A FEARED AND DOMINATING PASS RUSHER. HE EARNED PRO BOWL HONORS IN EACH OF HIS FIRST THREE SEASONS, BECOMING THE FIRST ROOKIE TO LEAD THE CONFERENCE IN SACKS AND SETTING THE SINGLE-SEASON ROOKIE RECORD WITH 14.5 IN 1999. KEARSE HAS SPEED, STRENGTH, AND ROUTINELY OVERCOMES BIGGER AND HEAVIER TACKLES. HE IS DOUBLE-TEAMED BY OPPONENTS. HE REACHED THE QUARTERBACK 10 TIMES IN 2001.

✓ SCOUTING REPORT

THE TITANS ENTER 2002 POISED FOR ANOTHER BIG OFFENSIVE SEASON. EDDIE GEORGE IS COMING OFF A CAREER-LOW 939 YARDS AFTER LAST SEASON'S INJURIES, BUT IS EXPECTED TO RETURN TO HIS PRO-BOWL FORM. FREE-AGENT FULLBACK ACQUISITION GREG COMELLA IS A DEPENDABLE BLOCKER AND GOOD RECEIVER OUT OF THE BACKFIELD. QUARTERBACK STEVE McNAIR HAD HIS BEST YEAR AS A PRO IN 2001, THROWING FOR 3,350 YARDS AND 21 TOUCHDOWNS, AND IS HEADED INTO HIS PRIME. DERRICK MASON LED THE SQUAD LAST YEAR WITH 73 RECEPTIONS, MARKING THE FIRST TIME IN SIX YEARS SOMEONE OTHER THAN TIGHT END FRANK WYCHECK WAS ATOP THAT CATEGORY. WITH MASON, WYCHECK, AND FOURTH YEAR PRO KEVIN DYSON, THE TITANS HAVE PASS CATCHERS WITH A BLEND OF SPEED AND FEARLESSNESS. COACH JEFF FISHER EXPECTS HIS RECEIVERS TO GO OVER THE MIDDLE.

COACHING THE TITANS: GIVE EDDIE GEORGE THE BALL AND WATCH THE CHAINS MOVE. HE CAN RUN INSIDE OR OUT. COMELLA AS A RECEIVER IS AN OPTION THAT SHOULD ALWAYS BE ASSESSED. McNAIR CAN RUN WHEN THE POCKET COLLAPSES AND HAS THE SIZE AND STRENGTH TO OVERPOWER DEFENSIVE BACKS IN THE OPEN FIELD. KEEP THE CLOCK MOVING. THIS DEFENSIVE UNIT WILL STRUGGLE AGAINST THE RUN. USE YOUR SAFETIES TO STACK THE LINE EARLY IN A SERIES.



TEAM STATS

Category	Titans	Opponents
Total First Downs	288	300
First Downs (rush-pass-by penalty)	87-179-22	79-192-29
Third Down Conversions/Attempts	98/233	74/212
Fourth Down Conversions/Attempts	2/15	7/14
Total Offensive Yards	5,352	5,515
Offense (plays-avg. yards)	1,026-5.2	996-5.5
Total Rushing Yards	1,794	1,431
Rushing (plays-avg. yards)	468-3.8	405-3.5
Total Passing Yards	3,558	4,084
Passing (comp.-att.-int.-avg. per completion)	307-515-17-7.51	328-559-13-7.62
Sacks	32	43
Interceptions/Returns for TD	13/0	17/2
Field Goals Made/Attempts	20/28	22/29
Touchdowns	39	46
Touchdowns (rush-pass-returns-defensive)	12-23-0-1	17-27-1-2
Time of Possession	31:29	28:31

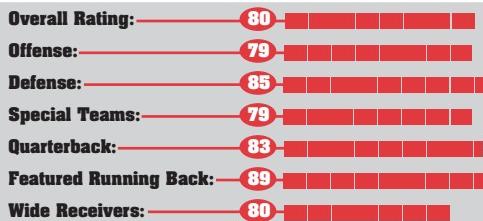


2001 STANDINGS

W	L	TIE	PF	PA	HOME	ROAD	vs AFC	vs NFC	vs DIV
7	9	0	336	388	3-5	4-4	4-8	3-1	3-7



TEAM RATINGS



MEET THE COACH: JEFF FISHER

- NFL HEAD COACHING RECORD: TENNESSEE TITANS 68-55 (1995-PRESENT)
- PRIOR COACHING EXPERIENCE: DEFENSIVE COORDINATOR, HOUSTON (1994); ASSISTANT COACH, SAN FRANCISCO (1992-93); DEFENSIVE COORDINATOR, LOS ANGELES RAMS (1991)
- COLLEGE PLAYING CAREER: USC 1977-80
- NFL PLAYING CAREER: DEFENSIVE BACK-CHICAGO BEARS 1981-85



2002 DRAFT PICKS

Round	Player Selected	Position	School
One	Albert Haynesworth	DT	Tennessee
Two	Tank Williams	S	Stanford
Three	Rocky Calmus	LB	Oklahoma
Four	Mike Echols	CB	Wisconsin
Four	Tony Beckham	CB	Wisconsin-Stout
Four	Rocky Boiman	LB	Notre Dame
Five	Jake Schifino	WR	Akron
Six	Justin Hartwig	OL	Kansas
Seven	Darrell Hill	WR	Northern Illinois
Seven	Carlos Hall	DE	Arkansas

WHILE THE OFFENSE IS IN GREAT SHAPE, THE SAME CANNOT BE SAID ABOUT THE DEFENSE. JEVON KEARSE AND KEVIN CARTER CREATE A TREMENDOUS PASS RUSH, BUT JOHN THORNTON AND HENRY FORD STRUGGLE AGAINST THE RUN. THE LINEBACKERS ARE INEXPERIENCED, BUT KEITH BULLUCK HAS THE TALENT TO TURN HEADS. NEW STARTERS AT SAFETY, TANK WILLIAMS AND LANCE SCHULTERS NEED TO ASSIST AGAINST THE RUN. CORNERS SAMARI ROLLE AND ANDRE DYSON ARE ADEQUATE AGAINST THE PASS. JOE NEDNEY DOES THE PLACE KICKING AFTER BOOTING THREE GAME-WINNING FIELD GOALS IN 2001, AND MASON CONTINUES TO HANDLE PUNT RETURNS.

2001 RECAP

NFL Team Rankings

Scoring:	12th
Pass Offense:	7th
Rushing Offense:	11th
Pass Defense:	31st
Rushing Defense:	5th
Turnovers:	19th

INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Steve McNair	431	264	61.3	3,350	21	12	2.8	37	90.2
Neil O'Donnell	76	42	55.3	496	2	2	2.6	6	73.1

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Eddie George	315	939	3.0	5	9	27
Steve McNair	75	414	5.5	5	4	24

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Terrell Owens	73	1,128	15.5	9
J.J. Stokes	60	672	11.2	4
Garrison Hearst	54	825	15.3	7

defensive leaders

Tackles: Perry Phenix, 63

Sacks: Jevon Kearse, 10

Interceptions: Samari Rolle and Andre Dyson, 3

KEY PLAYS



Running ►►► Singleback Normal HB Sweep



Stopping the HB Sweep

Sweeps and tosses are stopped with pressure from the outside. The 4-3 Thunder provides this type of pressure against the HB Sweep. The left outside linebacker pursues to the outside to contain the ball carrier. He'll make the play or slow down the halfback enough for his teammates to get the glory.

Eddie George is dangerous running to the outside and between the tackles. The HB Sweep gets him the ball going toward the right sideline and provides an opportunity to show off his speed. Center Kevin Long pulls and blocks up the field.

Singleback Normal HB Slam



Stopping the HB Slam

The 4-3 Storm Blitz stops runs up the gut, including the HB Slam. The pressure comes from a blitzing safety and left outside linebacker. With heat coming up the gut and from the outside, there is nowhere for the ball carrier to go.

The HB Slam shows off George's ability to run between the tackles. Left tackle Brad Hopkins makes running to the left side of the line easier. Wait for the hole between the center and the left guard to open, then slam forward for positive yards. In short-yardage situations, this play consistently gets the job done.

Defending the Pass ►►► Singleback Normal Play Action



Stopping the Play Action

Play Action is stifled by a stiff pass rush. The Nickel Silver sends pressure from the outside linebackers. Prior to the snap, position them for the path to the quarterback. You may not get the sack, but you'll hurry McNair into throwing the pigskin before the play develops.

Play Action freezes the defense as it responds to the run fake. Steve McNair can sell the run, making him a great play-action quarterback. Look for Kevin Dyson on the left or Derrick Mason on the right. Both receivers run up and out patterns toward the sideline. This is an outstanding play to call when the defense is expecting a running play.

Shotgun 5 WR Outs



Stopping the Outs

The Outs are best negated with a Nickel SS Blitz. The combination of stiff man coverage backed by a soft zone creates solid pass defense. The blitzing strong safety confuses the quarterback. With linebackers staying home, Mason is taken out of the play.

When the Titans need to gain yards through the air, running the Outs from the Shotgun 5 WR formation provides McNair with several options. Eddie George races up the field before slanting to the right side. Drew Bennett lines up on the right and runs an up-and-out pattern, with Mason dragging across the field from right to left. This gets Mason the ball in the open field; the ball should go his way if the defense is in a zone and the cornerback is nowhere in sight.

Defending the Run ►►► 4-3 Safety Blitz



Beating the Safety Blitz

Get rid of the football before you become someone's sack statistic. Outs and screens from any formation accomplish this. Use the Singleback Normal Slot Strong and look for the receiver on the left running a quick out, or throw in the direction of the tight end down the field.

When it comes to stopping the run, the Titans' strategy is to stack the line and shoot the gaps. The Safety Blitz sends the entire defense careening toward the line. Position your safeties to penetrate the offensive line, and you will consistently stuff the run.

Defending the Pass ►►► Nickel Man Zone



Beating the Man Zone

The Man Zone is negated by spreading the field and making those extra defensive backs defend receivers one-on-one. The Shotgun 5 WR FL Drag sends a receiver across the middle of the field against single coverage by a cornerback. Lead him with the pass, hit him in stride, and watch him run.

The front four pressures the quarterback well. Jevon Kearse and Kevin Carter are pocket-collapsing defensive ends. This allows the Titans to sit back in a Man Zone with seven players in pass coverage. This formation produces coverage sacks and interceptions.



MINNESOTA VIKINGS

Home Field: Metrodome
Location: Minneapolis, Minnesota

Type: Dome
Capacity: 64,121

Surface: Turf

★ STAR PLAYERS

#84		Randy Moss wide receiver
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KEY ATTRIBUTES

SPEED: 99 **CATCHING:** 94

ACCELERATION: 99 **AWARENESS:** 88

RANDY MOSS ENTERS HIS FIFTH SEASON OUT OF MARSHALL. THE FOUR-TIME PRO BOWLER HAD 82 RECEPTIONS FOR 1,233 YARDS AND 10 TOUCHDOWNS IN 2001. HE HAS SPEED, ACCELERATION OFF THE LINE, AND GREAT HANDS. AT 6'4", HE LEAPS OVER SMALLER CORNERBACKS FOR BALLS. MOSS SCORED 53 TOUCHDOWNS IN FOUR PRO SEASONS. HE IS THE MOST TALENTED RECEIVER TO EVER PLAY THE GAME.

#89		Chris Hovan tackle
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KEY ATTRIBUTES

SPEED: 61 **TACKLING:** 88

STRENGTH: 91 **AWARENESS:** 76

AFTER LEADING THE TEAM IN 2001 WITH SIX SACKS, CHRIS HOVAN ENTERS HIS THIRD YEAR IN A VIKINGS UNIFORM HOPEFUL FOR A PRO-BOWL SEASON. HE IS A POWERFUL PLAYER KNOWN FOR A NONSTOP MOTOR, AND HE STUFFS THE RUN UP THE MIDDLE. AGGRESSIVE STYLE AND VERSATILITY MAKE HIM A CANDIDATE FOR MULTIPLE POSITIONS ON THE DEFENSIVE LINE. HOVAN IS ADEPT AT TIPPING BALLS AT THE LINE OF SCRIMMAGE.

SCOUTING REPORT

THE VIKINGS START A SEASON WITH SOMEONE OTHER THAN DENNIS GREEN AS THEIR HEAD COACH FOR THE FIRST TIME IN A DECADE. MIKE TICE INHERITS A TEAM WHOSE TIME HAS COME AND GONE. WIDE RECEIVER CRIS CARTER RETIRED, CREATING A HUGE HOLE OPPOSITE RANDY MOSS. MOSS IS A SUPERSTAR, BUT WILL SEE MORE DOUBLE AND TRIPLE COVERAGE NOW THAT THE OPPONING DEFENSE DOESN'T HAVE CARTER TO WORRY ABOUT. D'WAYNE BATES WILL TRY AND FILL THE FUTURE HALL-OF-FAMER'S VOID. PRO BOWLER BYRON CHAMBERLAIN, A RELIABLE TARGET AT TIGHT END, IS JOINED BY CONVERTED FULLBACK JIM KLEINASSER. THE OFFENSIVE LINE IS IN SHAMBLES FOLLOWING THE DEATH LAST YEAR OF KORY STRINGER AND BECAUSE OF THE SALARY CAP. TALENTED QUARTERBACK DAUNTE CULPEPPER IS BIG AND STRONG, BUT MAY WIND UP RUNNING FOR HIS LIFE BEHIND THIS INEXPERIENCED UNIT. FIRST-ROUND DRAFT CHOICE BRYANT MCKINNIE, A TACKLE OUT OF MIAMI, WILL BE COUNTED ON FROM THE START. MICHAEL BENNETT IS BACK FOR A SECOND SEASON AS THE FEATURED BACK.

THE DEFENSE WAS DECIMATED BY FREE AGENCY AND THE SALARY CAP. THE SECONDARY LOSES ORLANDO THOMAS, ROBERT GRIFFITH, AND DALE CARTER, AND A DIFFERENT STARTER IN 2002 AT ALL FOUR POSITIONS IS EXPECTED. FREE AGENT COREY CHAVOUS IS BETTER SUITED TO PLAY SAFETY, BUT HE IS THE TEAM'S BEST COVER CORNER AND IS SLATED TO START ON THE LEFT SIDE. CHRIS HOVAN IS THE LONE STARTER TO RETURN TO THE DEFENSIVE LINE, AND THE FRONT OFFICE HOPES KENNY MIXON WILL PROVIDE PASS RUSH ON THE LEFT SIDE.

COACHING THE VIKINGS: THAT OFFENSIVE LINE WILL NOT GIVE YOU TIME TO DO ANYTHING. ESTABLISH THE RUN WITH BENNETT. HE'S ELUSIVE TO THE OUTSIDE AND CAN POWER THROUGH OPENINGS IN THE LINE. HE IS A SUPER RECEIVER OUT OF THE BACKFIELD. CULPEPPER CAN RUN WHEN NO ONE IS OPEN, BUT TIGHT END CHAMBERLAIN HAS GREAT HANDS AND CAN OVERPOWER LINEBACKERS. WHEN ALL ELSE FAILS, THROW IT UP FOR MOSS TO GRAB. ON DEFENSE, STOPPING THE RUN WILL BE TOUGH. USE YOUR SAFETIES IN RUN-STOP SUPPORT ON FIRST DOWN. CREATE LONG THIRD-DOWN SITUATIONS.

2001 RECAP

NFL Team Rankings

Scoring:	23rd
Pass Offense:	11th
Rushing Offense:	26th
Pass Defense:	16th
Rushing Defense:	24th
Turnovers:	31st



TEAM STATS

Category	Vikings	Opponents
Total First Downs	288	312
First Downs (rush-pass-by penalty)	88-179-21	127-166-19
Third Down Conversions/Attempts	88/210	82/204
Fourth Down Conversions/Attempts	8/18	6/10
Total Offensive Yards	5,185	5,666
Offense (plays-avg. yards)	978-5.3	985-5.8
Total Rushing Yards	1,609	2,299
Rushing (plays-avg. yards)	376-4.3	477-4.8
Total Passing Yards	3,576	3,367
Passing (comp.-att.-int.-avg. per completion)	335-555-23-6.94	291-478-8-7.47
Sacks	30	47
Interceptions/Returns for TD	8/1	23/2
Field Goals Made/Attempts	15/18	33/38
Touchdowns	35	42
Touchdowns (rush-pass-returns-defensive)	10-23-1-2	21-16-0-4
Time of Possession	29:11	30:49



INDIVIDUAL LEADERS

quarterbacks

PLAYER	ATT	COMP	PCT	YARDS	TD	INT	INT%	SACKED	RATING
Daunte Culpepper	366	235	64.2	2,612	14	13	3.6	33	83.3
Todd Bouman	89	51	57.3	795	8	4	4.5	4	98.3

running backs

PLAYER	RUSHES	YARDS	PER CARRY	TD	FUMBLES	LONG
Michael Bennett	172	682	4.0	2	0	31
Daunte Culpepper	71	416	5.9	5	15	34

receivers

PLAYER	REC	YARDS	YDS PER CATCH	TD
Randy Moss	82	1,233	15.0	10
Cris Carter	73	871	11.9	6
Byron Chamberlain	57	666	11.7	3

defensive leaders

Tackles: Kailee Wong, 83

Sacks: Lance Johnstone, 5.5

Interceptions: Robert Griffith and Eric Kelly, 2

KEY PLAYS



Running ►►► Singleback Normal HB Pitch



Stopping the HB Pitch

The HB Pitch is stuffed by the 4-3 CB Blitz. The right cornerback enters the backfield on this play and meets the halfback as he gets the ball. This usually results in negative yards.

The Vikings have Michael Bennett running the football. His speed makes him suited for plays that go outside. The HB Pitch goes to the left side of the field. Wait for the pulling left guard to turn the corner.

Singleback Normal Toss Sweep



Stopping the Toss Sweep

The 4-3 Crash Blitz is a difficult defense against which to run. The pressure comes from the outside linebackers. The left outside linebacker meets the ball carrier against the Toss Sweep, stopping him for a loss or minimal gain. Pursuit to the ball is outstanding.

The Toss Sweep utilizes Bennett's speed, getting him the ball as he's headed toward the outside. The right tackle pulls on this play and provides the key block. Follow him around the corner and into the open field. Run down the sideline and shield yourself from defenders with the right stiff arm.



Passing ►►► Singleback Normal Slant Corner



Randy Moss is a dangerous receiver in the game, and should always be considered when Daunte Culpepper throws the ball. The Slant Corner has Moss starting on the right side of the field and slanting to the inside before breaking it back toward the sideline. If Moss is double-covered, tight end Byron Chamberlain runs an out to the right sideline. With the receivers in position to get out of bounds, both options are good in the two-minute offense.

MINNESOTA VIKINGS

TEAMS

Stopping the Slant Corner

Pressure helps to slow the aerial attack. The Nickel NB Blitz sends the nickel back after the quarterback against the Slant Corner.

Coupled with both man and zone coverage, this results in a sack or the quarterback throwing away the ball.

Shotgun Normal HB Fly



Stopping the HB Fly

The HB Fly needs time to develop, so stop it by preventing the quarterback from surveying the field. Use the Nickel Silver to collapse the pocket before the patterns are complete. With the nickel back and linebackers blitzing, and adequate coverage on Moss and Bennett, Culpepper will hurry a throw or take a sack.

The HB Fly is a play designed for Michael Bennett streaking down the middle of the field, but look at Moss on the right side. If the coverage cheats to the outside in hopes of stopping the Pro Bowler, then hit Bennett. If both are covered, Chamberlain lines up at tight end and slants left. If those options are unacceptable, Culpepper is an adept runner who can't be brought down by a single defensive back in the open field.

Defending the Run ►►► 4-3 Fire Man



Beating the 4-3 Fire Man

With pressure coming from the outside in the Fire Man, a draw play confuses the defense. Run the HB Draw in the Singleback Normal formation. The ball carrier is handed the ball on a slight delay, and has the right side of the field open if he can get around the corner. Use your speed burst while trying to get outside.

The Vikings resort to the Fire Man when they need to stuff the run. The pursuit comes from outside linebackers and the middle linebacker. Position your safeties closer to the line for maximum effort against the run.

Defending the Pass ►►► Nickel Under Smoke



Beating the Under Smoke

The pressure is fast and furious when defended by the Under Smoke. Run the WR Streaks from the I Form Normal. Ignore the wide receivers and look for the tight end dragging across the field. The linebackers are occupied by pursuing the quarterback. The other option is to wait for your halfback to release on the right side. He'll have plenty of daylight with so many defenders near the pocket.

When the Vikings are on defense in passing situations, they like to run the Under Smoke. This defense leaves four defensive backs in man coverage, but there will be no pass to defend. Seven men rush the quarterback in this set, with both linebackers and the nickel back joining the front four.

FRANCHISE MODE

INTRODUCTION

There are many ways to enjoy *Madden NFL 2003*, from earning tokens in Mini-Camp to a nail-biting session of Two-Minute Drill. But, to challenge your football mind both on and off the field, you need to spend a year, or two, or thirty, in Franchise Mode. *Madden NFL 2003* lets you take over an NFL franchise and make the coaching, playing, and management decisions for up to 30 years! In this section, we take you inside Franchise Mode. But, rather than just tell you about the features, we start a franchise from scratch, take it through Fantasy Draft, a full season of games, then into the second year, culminating with the college draft.

SETTING UP A FRANCHISE

The first step in creating a franchise is to select the options that govern the league. We turn everything on, including Coaching Changes (coaches may resign if their coaching points reach zero), Trade Deadline, Salary Cap, Cap Penalties, and Fantasy Draft. If you opt to turn off Fantasy Draft, you begin with the roster of the team you selected. The last step is to select a coach (and associated playbook) and modify the coach's name and appearance, if you desire.



Franchise Setup

Fantasy Draft

Now it's time to draft our team. Our franchise, the Chargers, picks 22nd (the draft order is randomly selected for each Fantasy Draft). The CPU handles the first 21 picks, and we're on the clock in round 1 (of 47). The Fantasy Draft screen includes 22 sortable ratings columns, so we can arrange the players to suit our priorities. We want to take a quarterback for our round 1 pick, so we limit the displayed list to quarterbacks. Peyton Manning is on the board for \$2.85 million, so we make him our first pick in round 1. Ours is the only player-controlled team, so as soon as we select Manning, the CPU finishes the round and posts a summary of drafted players. The first quarterback (other than Manning) is not selected until Brett Favre is taken with the eighth pick.



Fantasy Draft: Round One



Draft Summary of Round One

NOTE: AS THE DRAFT PROGRESSES, THE GAME TRACKS YOUR SELECTIONS, BY POSITION, WITH A FEW EXCEPTIONS. OT (OFFENSIVE TACKLES), OG (OFFENSIVE GUARDS), DE (DEFENSIVE ENDS), DT (DEFENSIVE TACKLES), AND OLB (OUTSIDE LINEBACKERS), ARE GROUPED TOGETHER, RATHER THAN TRACKED BY LG, RG, RE, LE, AND SO ON. HOWEVER, EACH PLAYER'S POSITION IS NOTED ON THE SCREEN.

Draft Day Considerations

- * The game decides when a player hangs up his spikes. The 38-year-old star you draft today may retire at the end of the year.
- * Do you sacrifice the future to buy a winning team on draft day? If you spend every dime, there will be no money left to sign college draft picks before the beginning of next season.
- * Be careful about drafting an older player with a fat long-term contract. His overall rating will erode over the next few years, and if you are forced to release him for a better player, you are stuck paying out the remainder of the contract.

With a franchise quarterback in the fold, we jot down a position list for the next 24 rounds. Based on the talent pool, we figure that by round 26, we'll be selecting the best players available to fill holes on our roster. The following priority list includes our draft-day notes. At the end of this section, we recap our first season so you can decide if our advice is worth more than the paper it's printed on.

1. Quarterback: He leads the offense.
2. Offensive tackle: Our star quarterback needs protection, and our future running back needs holes to run through.
3. Offensive tackle: Ditto.
4. Middle linebacker: Run and pass defense is anchored by this position.
5. Defensive tackle: The run-stuff defense begins here.
6. Halfback: We value speed, awareness, acceleration, and breaking tackles.
7. Cornerback: We want a good cover man with enough speed to play man defense.
8. Defensive end: Someone who hates quarterbacks is preferred.
9. Wide receiver: Speed, acceleration, and catching ability are the keys.
10. Outside linebacker: Junior Seau went first in the draft. Any questions?
11. Strong safety: We need a run stopper who can blitz.
12. Wide receiver: Give the defense another great pair of hands to worry about.
13. Outside linebacker: Defense wins championships, and this pick rounds our trio.
14. Defensive tackle: Immovable objects fortify the defensive front.
15. Tight end: Run blocking is important, but we want our tight end to catch the ball.
16. Cornerback: It takes two. If our first cornerback has blazing speed, we look for run-stopping ability now.
17. Defensive end: Now our line is complete.
18. Free safety: This should be a ball hawk with speed to play center field.
19. Offensive guard: With studs at the tackles, an average-quality guard is OK.
20. Fullback: We want run-blocking and the ability to catch an occasional pass.
21. Center: We plan to run behind and outside the tackles, so pass blocking is more important here.
22. Offensive guard: As before, an average-quality guard is OK.
23. Halfback: A good backup is critical during a long season.
24. Kicker: Obviously, we are more interested in scoring touchdowns than kicking field goals.
25. Punter: Controller technique is more important than punter ratings.

The Draft Continues

Using our priority list, we move through the next 39 rounds of the draft as our team takes shape. We decide to go for youth, with a few carefully selected veterans (older than 30). We also pass on the most expensive players early to conserve cash during the first 25 rounds. By the time we reach round 41, the talent is depleted (most players have overall ratings of 40 or below), so we let the CPU finish up the last 7 rounds. The following table includes our selected players.

Round	Player	Position	Age	Overall Rating	Round	Player	Position	Age	Overall Rating
1	Peyton Manning	QB	26	92	21	Mike Flanagan	C	28	73
2	Kyle Turley	OT	26	91	22	Barry Stokes	LG	28	68
3	Willie Anderson	OT	27	88	23	Michael Bennett	HB	23	72
4	Brian Simmons	MLB	27	88	24	Jason Hanson	K	32	84
5	Keith Traylor	DT	32	84	25	Kyle Richardson	P	29	78
6	Charlie Garner	HB	30	83	26	Joe Jurevicius	WR	27	74
7	Antoine Winfield	CB	25	84	27	Al Harris	CB	27	72
8	Kevin Carter	LE	28	81	28	Shane Matthews	QB	32	69
9	Amani Toomer	WR	27	83	29	Ephraim Salaam	RT	26	71
10	Anthony Simmons	LOLB	26	81	30	Duane Clemons	RE	28	70
11	Tony Parrish	SS	26	81	31	Demingo Graham	RG	28	67
12	Kevin Dyson	WR	27	78	32	Kevin Long	C	27	71
13	Patrick Kerney	ROLB	25	76	33	Bobby Engram	WR	29	69
14	Sam Adams	DT	29	81	34	Christian Fauria	TE	30	70
15	Ernie Conwell	TE	29	75	35	Lew Bush	LOLB	32	66
16	Daylon McCutcheon	CB	25	75	36	Orlando Ruff	MLB	25	64
17	Philip Daniels	RE	29	76	37	Desmond Howard	WR	32	65
18	Zack Bronson	FS	28	76	38	Darrien Gordon	CB	31	62
19	Mo Collins	RG	25	74	39	Jonathan Quinn	QB	27	57
20	James Hodgins	FB	25	79	40	Fred McRary	FB	29	72

current pick cap

One of the more challenging aspects of the Fantasy Draft is the Current Pick Cap, which changes depending on how much you spend from round to round. So watch your spending. If you take the top-rated player available (they are the most expensive) in each of the first several rounds, you may be strapped for cash while trying to fill important roster spots. Think value for your dollar, especially during the first 10 rounds.



Preseason Menu screen

Preseason

When the draft is over, you have the opportunity to review each team's selections. After absorbing as much draft information as one coach can handle, get ready for Preseason. The exhibition schedule includes four games, but before we take the field, there is much work to be done. The following sections take you through the powerful roster management features available in *Madden NFL 2003*. Aside from playing the games, this is the most important part of running a franchise.



Rosters Menu screen

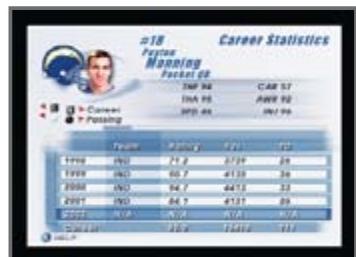
NOTE: THE INJURY REPORT IS BLANK AT THE BEGINNING OF PRESEASON. WE COVER THIS FEATURE LATER IN THE SECTION, AFTER THE SEASON BEGINS AND PLAYERS BEGIN DROPPING.



View Roster screen

view roster

Under the Roster heading of the Preseason screen you'll find several ways to view and manipulate your roster, beginning with View Roster. As pictured here, this screen lets you arrange your players by position and sort them by 1 of 22 ratings. You can also view career statistics, attributes, and data on individual players, and edit a player.



Player Detail screen



Depth Chart screen

depth chart

This is where you make the decisions on which player to start at each position. Coaching in the NFL means dealing with injuries from week to week, so depth is critical to your success. The process of arranging your Depth Chart reveals your team's strengths and weaknesses. To give you an idea of what to look for, the following lists include observations on our Preseason roster.

Offense

- * **Quarterback:** There is a big drop-off between Peyton Manning and Shane Matthews, but that is to be expected. This may be an area we look to shore up with a trade.
- * **Halfback:** Charlie Garner is solid as the starter, and Michael Bennet provides pure speed (although greatly reduced awareness) as the backup. If we can get through the season without major injuries, we'll look to improve in the college draft.
- * **Fullback:** Fred McRary was a great late-round pickup. Although he lacks Hodgins's awareness, he has higher run blocking and catching ratings, so he'll see considerable playing time.
- * **Wide receivers:** Amani Toomer is our go-to guy, but Kevin Dyson and Joe Jurevicius are also dependable receivers (all three have catching ratings well into the 80s).
- Veterans Bobby Engram and Desmond Howard add depth, and Howard still has great acceleration (92) at 32.**
- * **Tight end:** Ernie Conwell and Christian Fauria are both solid blockers and receivers, and we look forward to working them into the offense.
- * **Offensive tackles:** Kyle Turley and Willie Anderson anchor the line, but we have only one backup (Ephraim Salaam). We'll probably look at the free agents for a little help.
- * **Offensive guards:** Although we held off on picking guards until late in the draft, we still landed Mo Collins and Barry Stokes for a solid run- and pass-blocking duo. Depth could be a problem with only Demingo Graham in reserve.
- * **Center:** Mike Flanagan was another late draft steal, and his backup, Kevin Long, is almost as good.

Defense

- * **Left end:** Kevin Carter is a balanced performer who can stop the run and rush the quarterback.
- * **Right end:** Phillip Daniels (nine sacks last year) is solid on the right side.
- * **Tackles:** We are strong up the middle with two mountains, Keith Traylor and Sam Adams. Opposing teams will have a difficult time running up the middle.
- * **Left outside linebacker:** Anthony Simmons is a run-stopping machine. Lew Bush is a solid veteran backup.
- * **Middle linebacker:** Brian Simmons (no relation) is a ferocious tackler who can stop the run or harass the quarterback. If anyone gets past Traylor and Adams, the ball stops with Simmons. Orlando Ruff provides capable backup.
- * **Right outside linebacker:** Patrick Kerney led Atlanta with 12 sacks last year despite being known as a run stopper. Our linebacker trio is strong from side to side.
- * **Cornerbacks:** Antoine Winfield has great acceleration and overall speed, two important attributes for a cornerback. Daylon McCutcheon is a step slower, but formidable on the other side. Al Harris and Darrien Gordon were surprising late-draft selections who give us exceptional depth.
- * **Free safety:** Zach Bronson had seven picks for the 49ers last year, and he should roam the secondary with abandon.
- * **Strong safety:** Tony Parrish is tough on the run, and he has enough speed and acceleration to cover any receiver. Our only concern is depth, where cornerbacks Gordon and Harris will have to fill in at either safety spot in the event of injury.
- * **Special teams:** Veteran Jason Hanson is one of the NFL's best kickers of all time, and punter Kyle Richardson is solid.
- * **Kick returners:** Veterans Desmond Howard and Darrien Gordon still have blazing speed on kick-off returns (99 and 94 overall ratings, respectively).
- * **Punt returners:** Darrien Gordon will handle punts, with Howard in reserve.

Rounding out the Depth Chart, we select a long snapper for punts (Kevin Long), a kicker to handle kickoffs (Jason Hanson), and a 3rd-down running back (Desmond Howard).



Substitutions screen

substitutions

Adjusting the Depth Chart aligns your players properly in every formation. But, you can fine-tune each offensive and defensive set in the Substitutions screen. This is a great tool that lets you visualize your team as it will appear in a game. The subtleties of your players' abilities may escape you in the businesslike format of the Depth Chart, but when you see players in their positions on the field, you may be inspired to make a few changes.

We decide to alternate Fred McRary and James Hodges at fullback in three of our two-back sets (I Form, Strong I, and Weak I). As a Preseason experiment, we put tight end Ernie Conwell into the Shotgun 2RB 3WR set as a blocker and receiver. He'll be an extra load on the linebackers when he releases from his block and rambles out of the backfield.



Tight end Ernie Conwell gets extra playing time in the backfield.

free agents

If you finish the draft and notice some glaring holes on your roster, the Free Agents screen may hold the answers to your problems. But don't get your hopes up. Remember that 32 teams passed on these players after 47 rounds. However, as we scan the list we notice a decent free safety we can sign for \$900,000. Because we need depth at this position, we give Brian Walker what he's asking for and he accepts. We also sign strong safety Johnnie Harris for \$850,000, and power halfback Robert Holcombe (two years, \$850,000). Our cap room is down to \$7.95 million, so we're done for now. The free agents are automatically added to our Depth Chart, but the order may not be the way we want it, so we return to make a few final adjustments.



Free Agents screen



Free Agent Offer screen

NOTE: SIGNING A FREE AGENT BEFORE YOUR FIRST SEASON IS PAINLESS. HOWEVER, AFTER THE SEASON, THE PROCESS BECOMES MUCH MORE DIFFICULT AS BIG-NAME PLAYERS DECIDE TO TEST THE FREE-AGENT MARKET. YOU'LL NEED TO OPEN YOUR WALLET AND COMPETE AGGRESSIVELY TO SIGN THE PLAYERS YOU COVET. MORE ON THIS LATER IN THE CHAPTER.

trade player

It is tough enough to stock a balanced roster for your first season, so you probably will not have extra players for trades. However, you can jump in and attempt a blockbuster if you covet a player who eluded you in the draft. This is also a good way to find a little more cap room by dealing a player with a fat contract. You can also trade future draft picks, although we do not recommend it unless you are trying to win the Super Bowl right now.

For grins, we dangle Charlie Garner and a fifth-round pick in the draft, looking to change from a speed halfback to a power back. After studying the other rosters, we make an offer to the Bears for Anthony Thomas. Not only does Thomas fit the profile we are looking for, but he is also under contract for three years at just \$750,000 per year, compared to Garner's three-year deal at \$2.4 million. We sweeten the deal to a fourth-round pick.

The Bears reject our offer in a heartbeat, so we get aggressive and change the fourth-round pick to a third-round pick. Still no interest. We decide to pull the offer off the table and keep Garner.



Trade Player screen



Transaction screen



Release Player screen

release player

After scanning our roster, we notice the last five or six players on the roster (sorted by overall rating). Another visit to the Free Agents screen reveals halfback Maurice Smith, who is much stronger than our fourth-string halfback Derrick Blaylock. So, we sign Smith and release Blaylock. We take a \$200,000 Cap Penalty because of Blaylock's three-year contract, but it's worth it.



Release player with Cap Penalty

re-sign player

Our last stop in the Rosters section is at the Re-Sign Player screen. This is an optional exercise where we can make contract extension offers to lock up any number of players with multiyear deals (within the limitation of our Cap Room). Complete one season before signing up too many players; middle linebacker Brian Simmons is in the last year of his contract. We love this guy, and rather than wait until his price tag goes up, we lock him up now. He wants \$3.45 million. We offer less, but with a two-year contract. After a considerable amount of haggling, we arrive at \$3.2 million. Our Cap Room is down to \$5.5 million, but we intend to release several players at the end of the season, so our bankroll will improve before the draft.



Re-Sign Player screen



Roster Breakdown screen

roster breakdown

A final check of our roster shows 50 players and all positions filled (when a roster is missing players at any position, that position is boxed on the Roster Breakdown screen). There are two requirements for each position: active required and required (total).



Missing players highlighted

Coach Options

Before starting the season, visit the Coach Options screen, especially if you plan to let the CPU take over your team at any time during the schedule. You can select a defense type (4-3, 3-4) and set offensive and defensive strategy percentages for running and passing. You can also adjust the bar between conservative and aggressive play. The following sections describe the Gameplan and Management options that control how the CPU coaches and manages your team.

You can control one player at a time on the field. However, *Madden NFL 2003* lets you set tendencies for every position in the CPU Player Management section. You can set the priority (how much effort the CPU puts into managing the player on the field). The default settings are fine. You can fine-tune them, but rather than set every player to maximum, isolate the players who are most important to the success of your team.

Additionally, each player has special tendency and priority bars that relate to each position. If you set the slider to a higher priority, the CPU will place correspondingly more importance on drafting that position. The tendency bar lets you pick a style of play for each position. The tendency categories are as follows:

Quarterback: Pocket/Scrambling

Blocking

Halfback: Power/Speed

Defensive end, tackle: Pass Rushing/Run Stopping

Fullback: Blocking/Receiving

Linebacker: Run Stopping/Coverage

Wide receiver: Speed/Possession

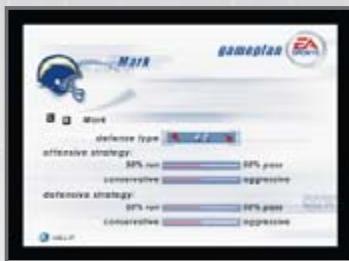
Cornerback, free safety, strong safety:

Tight end: Blocking/Receiving

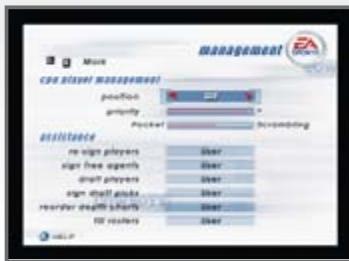
Coverage/Hard Hitting

Tackle, guard, and center: Pass Blocking/Run

Kicker and punter: Accurate/Power



Gameplan screen



Management screen

CAUTION:

BE CAREFUL NOT TO SET MULTIPLE POSITIONS TO THE HIGHEST LEVELS OF PRIORITY. THIS WILL CAUSE THE CPU TO GIVE EQUAL WEIGHT TO THESE POSITIONS. THERE ARE 50 POSSIBLE PRIORITY SETTINGS ON THE SLIDER BAR, AND YOU SHOULD STAGGER THE PRIORITY LEVEL FOR EACH POSITION SO THE CPU HAS A CLEAR IDEA OF HOW TO SELECT YOUR PLAYERS.

Aside from individual priorities and tendencies, you can designate the CPU to handle any or all of the following duties:

re-sign players

sign draft picks

sign free agents

reorder depth charts

draft players

fill rosters

Although we think that managing player contracts and the draft are main reasons for playing in Franchise Mode, you may want assistance from the CPU. You can let the CPU handle any combination of player management duties (see previous screen shot).

Finally, you can go to the Job Openings screen to edit your coach or change teams. After the season starts, review the Ratings screen to see how many coaching points you've accumulated. The front office will also include comments about your performance, so you can bask in the glory of your accomplishments (or quit before they fire you).

PLAY WEEK: PRESEASON

We launch our inaugural season with three straight losses, and win the last exhibition game against the 49ers. With the regular season ready to start, we go to the Rosters menu and check the Injury Report. Unlike some teams that have several players on the shelf, we make it through the Preseason with one injury to our starting left guard. He has an ACL strain and is listed as probable, so there is no need to panic. He will be healed in time for opening day.



Injury Report screen

PLAY WEEK: REGULAR SEASON

After an opening overtime loss to the Bengals, we string together four victories, taking us to the trading deadline (after week six, no trades are allowed). Standing pat with our roster, we make it through the first 10 weeks of the season with a 6-3 record, good for a first-place tie with the Chiefs in the AFC West. With more than half the season completed, let's go back and preview the *Madden NFL 2003* Stat Book and League News features.

Stat Book

The game tracks individual, career, team, rankings, and coach statistics for every team and player in the game. The following lists summarize the wide range of statistical reports in the game.



Individual wide receiver stats



Individual defensive stats



Career stats

Individual and Career Stat Categories

- * Passing
- * Rushing
- * Receiving
- * Blocking
- * Defensive
- * Kicking
- * Punting
- * Kick Return
- * Punt Return



Team Offensive stats



Team Rankings

Team and Team Ranking Stat Categories

- * Offense
- * Defense
- * Efficiency (3rd- and 4th-down conversions)
- * Turnovers

League News

This section is a great place to admire your players' most memorable performances. You can view weekly awards, and see weekly updates to yearly awards and Pro Bowl team selections (select from NFL, NFC, and AFC lists). The following screens include samples of the award reports. The All-Madden selections are announced one week prior to the Super Bowl.



Weekly Awards: AFC



Yearly Awards Update: NFL



Pro Bowl Voting: AFC

Finishing the Regular Season

After a 6-3 start, we finish 6-1 for the final seven games, ending our first season with a 12-4 record (OK, now you can study our draft-day formulas). Our record earns us a bye in the first week of the postseason. We demolish the Browns 34-6 in the Divisional Playoff and advance to the AFC Championship game against the expansion Texans. The Chargers' juggernaut continues with a 31-9 victory, earning us a trip to the Super Bowl against the Seahawks in our first year!



Super Bowl matchup



On paper it looks like we have the edge, but we still have to play the game.



A fumble on the opening kickoff leads to a quick Seahawk score as our game begins with a case of controller jitters.

After getting the fumble out of our system, the defense stiffens, and we use the Manning-to-Toomer combination for two touchdowns to take the lead. Seattle ties the game at 14, then the defenses take over. Jason Hanson kicks three field goals, and the Chargers' defense keeps Seattle out of the end zone. Time runs out on the Seahawks and our first year ends with a Super Bowl Championship!



An Off-Season schedule keeps you on task.

Off-Season

After simulating the Pro Bowl, we advance to the Off-Season. *Madden NFL 2003* gives you the option to import a draft class from *NCAA Football 2003*. Actually, we have a college season in progress, but we're still fighting for a berth in the Bowl Championship Series, so the class is not ready for the NFL.

The Off-Season is busy in *Madden NFL 2003*, so the schedule is helpful. Although you do not have to follow the order of events on the way to starting a new season, if you skip one, you cannot go back to do it later. The following sections describe each step in the process.


Retired Players screen

retired players

Remember our draft-day strategy of putting together a young team? Well, it pays dividends during our first Off-Season. Our Retired Players list is empty despite the fact that seven players in the league call it quits.

rookie scouting

This is our first look at the draft pool. We can designate up to 15 players for scouting. After checking off our players, we advance to the Scouting Combine. Initial results for every player in the draft can be incorrect and that is why you scout them. The notes that you receive will tell you whether they under/overestimated the player or were right on target.


Rookie Scouting main screen

Rookie Report

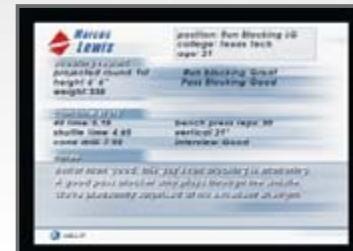
Scouting Combine: positive report

Scouting Combine: negative report

In the second round, the Scouting Combine, we review the class, paying special attention to the 15 players we designated for special scouting. Each of the players will have notes from the scouts; some are promising, while others suggest that we look elsewhere.

The process continues in the Scouting Workout, where the reports become more detailed and more emphatic about each player's abilities and potential. We weed out the players who are disappointing our scouts, and add new players who excel through the Combine.

TIP: You shouldn't scout only first and second round players. If you scout only star players coming out of college, those players are often drafted by other teams in the early going, squandering the time you spent scouting them. Instead, consider your position in the draft and scout those players in the mid to later rounds, looking for a diamond in the rough.


Scouting Workout: More good news

re-sign players

We have several players with expired contracts and two holdouts: Peyton Manning and linebacker Pete Kerney, both important cogs in our Super Bowl machine.



Peyton Manning took our team to the Super Bowl and earned Pro Bowl honors. Can you say big bucks?



Manning holds out for a four-year deal at \$7.3 million per.



Free Agent Signing screen



As the draft approaches, we need a quarterback, wide receiver, and outside linebacker to complete our roster.

Kerney wants to double his salary, which makes him a bargain at \$2.05 million. He finished the year with 10 sacks and he's only 26, so we go to the table with our wallets open. We drop down to \$1.95 million and offer a three-year deal to lock him up.

We work through the contract list and take care of key players, including our leading receivers Kevin Dyson and Amani Toomer, and stud offensive linemen Willie Anderson and Mo Collins. By the time the smoke clears, our Cap Room is down to \$5.8 million. We'd like more money going into the draft, but why break up a Super Bowl Champion?

free agent signing

With just over \$5 million under the cap, we elect to pass on the free agent parade. Had we finished lower in the standings, we would have cleared the rosters and entered free agency with \$20-25 million to spend. The Free Agent Signing period lasts 30 days, and you can advance the clock one day at a time, or in any increment up to 30. After making an offer, you can advance the calendar manually, or let the clock tick at its own pace. Monitor your offers to see if another team has outbid you. If a player is already out of your price range, you'll be unable to place a bid.

nfl draft

Before starting the draft, we check the Roster Breakdown screen to see if we have any holes on our roster. As Super Bowl Champion, we have the 32nd pick in the round 1, so our options are limited. Some of our "scouted" players are on the board.

The draft continues through seven rounds as we draft players to fill our roster holes. The talent looks good, but we are concerned about our ability to sign our picks.



We select Rory Terrell, a speed wide receiver out of Oregon.

sign draft picks

The process of signing draft picks has a different atmosphere than signing established NFL free agents. You can afford to start low, because you have negotiating rights to the players. Also, the players make reasonable demands. If you guess right and lock up a future star to a multiyear deal, it's money in the bank.



We sign everyone except the brash young quarterback. After giving a multiyear deal to Manning, we'll look to free agency for some insurance.

re-order depth chart

Our last stop before starting the second season is to reorder our Depth Chart. Considering our contract demands, we come through the Off-Season in good shape. Our Super Bowl team is intact; although we left kick-return specialist and wide receiver Desmond Howard unprotected. This leaves Darrien Gordon as our only returner. We'd like more depth on the offensive line, but there is a buzz in camp over our two new defensive tackles (both with strength ratings in the 90s). Our first-round pick, Rory Terrell, will see plenty of action as third-string wide receiver.

There you have it: a full season in Franchise Mode. It is a wild ride, and we warn you not to have other responsibilities in your life after the season starts, because you will be preoccupied. Good luck!



Depth Chart screen



MADDEN CARDS

This chapter includes all the information you need to keep track of your Madden Card Book.

MADDEN CHALLENGE TOKEN SCALE

-	Level 1	Level 2	Level 3	Level 4	Level 5
Rookie	2	3	4	5	6
Pro	4	6	8	10	12
All-Pro	6	9	12	15	18
All-Madden	8	12	16	20	24

MADDEN CHALLENGE TASKS

level 1

- * Make a 40+ yard field goal
- * Punt the ball 50+ yards
- * Hold CPU under 7 points (minimum quarter = four)
- * Score 21 points in a game (maximum quarter = six)
- * One reception by three different players
- * Throw two TD (touchdown) passes with one player
- * Gain 200 yards of total offense (maximum quarter = six)
- * Break a 20-yard run
- * Complete five consecutive passes
- * Complete a 30-yard pass
- * No dropped passes all game (minimum quarter = four)
- * No offensive fumbles all game (minimum quarter = four)
- * No interceptions thrown all game (minimum quarter = four)
- * No sacks allowed all game (minimum quarter = four)
- * Defeat the Patriots at New England in the snow
- * Defeat the Rams at St. Louis
- * Recover a fumble on defense
- * Intercept a pass on defense
- * Sack the opposing quarterback
- * Record three tackles with one player

level 2

- * 30-yard KR (kick return) average for one player (minimum returns = two)
- * 30-yard PR (punt return) average for one player (minimum returns = two)
- * Score 42 points in a game (maximum quarter = six)
- * Defeat CPU by 28 points (maximum quarter = six)
- * 10-yard rush average for one player (minimum attempts = five)
- * Gain 100 yards receiving with one player
- * Catch two TD passes with one player
- * 20-yard receiving average for one player (minimum receptions = three)
- * Score three rushing TDs with one player
- * Throw for 300 yards with one player
- * Throw four TD passes with one player
- * Complete 80 percent of your passes (minimum attempts = five)
- * Complete 10 consecutive passes
- * Commit no penalties in a game (minimum quarter = four)
- * Defeat the 1985 Raiders with a regular team
- * Record two sacks with one player
- * Force three turnovers in one game on defense
- * Record five tackles with two different players
- * Hold CPU under 150 total offensive yards (minimum quarter = four)
- * Gain 100 rushing yards with one player

level 3

- * Kick and recover an onside kick
- * Punt the ball out-of-bounds inside the 5-yard line
- * Score 63 points in a game (maximum quarter = six)
- * Shut out the CPU (minimum quarter = four)
- * Make 10 receptions with one player
- * 10 rushing attempts by two different players
- * Gain 100 rushing and 50 receiving yards with one player
- * Gain 150 receiving yards with one player
- * Gain 150 rushing yards with one player
- * Gain 400 yards total offense (maximum quarter = six)
- * Break a 40-yard run
- * Complete 15 consecutive passes
- * Complete a 60-yard pass
- * Gain 450 yards total offense against the Steelers
- * Gain 150 rushing yards against the 1988 Bears (maximum quarter = six)
- * Recover two fumbles on defense with one player
- * Intercept two passes with one player
- * Record three sacks with one player
- * Deflect four passes with one player
- * Record eight tackles with one player

level 4

- * Make a 50-yard or longer field goal
- * Punt the ball 65 yards or longer
- * Make six 2-point conversions in one game
- * Defeat the CPU by 56 points (maximum quarter = six)
- * Gain 100 rushing yards with two different players
- * Gain 100 receiving yards with two different players
- * Gain 200 receiving yards with one player
- * Gain 200 rushing yards with one player
- * Complete 25 passes with one player
- * 40 rushing attempts by one player (maximum quarter = six)
- * Throw for 500 yards with one player
- * Gain 650 yards total offense (maximum quarter = six)
- * Achieve 20 1st downs (maximum quarter = six)
- * Complete one pass to seven different receivers
- * Return a fumble for a touchdown on defense
- * Break a 60-yard run
- * Cause six turnovers on defense
- * Record seven sacks with one player
- * Record a safety on defense
- * Return an interception for a touchdown

level 5

- * Gain 200 KR yards with one player
- * Gain 200 PR yards with one player
- * Return a kickoff for a touchdown
- * Return a punt for a touchdown
- * Score 84 points in a game (maximum quarter = six)
- * Complete 100% of your passes (minimum attempts = five)
- * 100 receiving yards by three different players
- * Gain 100 rushing and 100 passing yards with one player
- * Gain 100 rushing and 150 passing yards with one player
- * 20-yard rush average for one player
(minimum attempts = three)

- * 200 passing yards by two different players
- * Gain 250 rushing yards with one player
- * Break 10 tackles with one player
- * Break an 80-yard run
- * Complete 20 consecutive passes
- * Play injured and score a touchdown
- * Complete a 90-yard pass
- * Intercept five passes on defense
- * Hold CPU under 0 total offensive yards
(minimum quarter = four)
- * Record two safeties in one game

MADDEN CARD CHECKLIST

The following tables list each Madden Card in *Madden NFL 2003* with one exception. We list only one card per player, although every regular Player card (1-150) has three versions: Bronze, Silver, and Gold. Each version supplies a different boost, as explained in the following list. All Historic Player cards (151-205) are Gold. When you play a Historic Player card, the player is added to the roster as a free agent.

Bronze: Playing this card gives a 25-percent ratings boost for one play.

Silver: Playing this card gives a 25-percent ratings boost until the end of the current quarter.

Gold: Playing this card gives a 25-percent ratings boost until the end of the current half.

MADDEN CARDS: PLAYER CHECKLIST

Card #	Type	Name	Card #	Type	Name	Card #	Type	Name
1	Player	Marty Booker	46	Player	Raghib Ismail	91	Player	Darren Sharper
2	Player	Mike Brown	47	Player	Emmitt Smith	92	Player	Dan Morgan
3	Player	Anthony Thomas	48	Player	Darren Woodson	93	Player	Muhsin Muhammad
4	Player	Brian Urlacher	49	Player	Chris Chambers	94	Player	Wesley Walls
5	Player	Corey Dillon	50	Player	Jay Fiedler	95	Player	Tom Brady
6	Player	Justin Smith	51	Player	Oronde Gadsden	96	Player	Troy Brown
7	Player	Takeo Spikes	52	Player	Sam Madison	97	Player	Ty Law
8	Player	Peter Warrick	53	Player	Patrick Surtain	98	Player	Lawyer Milloy
9	Player	Drew Bledsoe	54	Player	Jason Taylor	99	Player	Antowain Smith
10	Player	Eric Moulds	55	Player	Zach Thomas	100	Player	Greg Biekert
11	Player	Peerless Price	56	Player	Ricky Williams	101	Player	Tim Brown
12	Player	Terrell Davis	57	Player	Brian Dawkins	102	Player	Rich Gannon
13	Player	Brian Griese	58	Player	Hugh Douglas	103	Player	Charlie Garner
14	Player	Ed McCaffrey	59	Player	Chad Lewis	104	Player	Jerry Rice
15	Player	Trevor Pryce	60	Player	Donovan McNabb	105	Player	Charles Woodson
16	Player	Shannon Sharpe	61	Player	Corey Simon	106	Player	Rod Woodson
17	Player	Rod Smith	62	Player	Duce Staley	107	Player	Isaac Bruce
18	Player	Courtney Brown	63	Player	Troy Vincent	108	Player	Marshall Faulk
19	Player	Tim Couch	64	Player	Keith Brooking	109	Player	Torry Holt
20	Player	Robert Griffith	65	Player	Warrick Dunn	110	Player	Kurt Warner
21	Player	Kevin Johnson	66	Player	Michael Vick	111	Player	Aeneas Williams
22	Player	Jamir Miller	67	Player	Jeff Garcia	112	Player	Grant Wistrom
23	Player	Mike Alstott	68	Player	Garrison Hearst	113	Player	Peter Boulware
24	Player	Derrick Brooks	69	Player	Terrell Owens	114	Player	Jamal Lewis
25	Player	Keyshawn Johnson	70	Player	Bryant Young	115	Player	Ray Lewis
26	Player	John Lynch	71	Player	Tiki Barber	116	Player	Michael McCrary
27	Player	Warren Sapp	72	Player	Kerry Collins	117	Player	Jonathan Ogden
28	Player	David Boston	73	Player	Jason Sehorn	118	Player	Matt Stover
29	Player	Jake Plummer	74	Player	Michael Strahan	119	Player	Jessie Armstead
30	Player	Frank Sanders	75	Player	Amani Toomer	120	Player	Champ Bailey
31	Player	Rodney Harrison	76	Player	Mark Brunell	121	Player	Stephen Davis
32	Player	Junior Seau	77	Player	Jimmy Smith	122	Player	Rod Gardner
33	Player	LaDainian Tomlinson	78	Player	Fred Taylor	123	Player	Jeremiah Trotter
34	Player	Marcellus Wiley	79	Player	John Abraham	124	Player	Aaron Brooks
35	Player	Tony Gonzalez	80	Player	Sam Cowart	125	Player	Joe Horn
36	Player	Trent Green	81	Player	Mo Lewis	126	Player	Sammy Knight
37	Player	Priest Holmes	82	Player	Curtis Martin	127	Player	Deuce McAllister
38	Player	Johnnie Morton	83	Player	Vinny Testaverde	128	Player	Shaun Alexander
39	Player	Marvin Harrison	84	Player	Germane Crowell	129	Player	Trent Dilfer
40	Player	Edgerrin James	85	Player	Luther Elliss	130	Player	Levon Kirkland
41	Player	Peyton Manning	86	Player	Robert Porcher	131	Player	John Randle
42	Player	Mike Peterson	87	Player	Shaun Rogers	132	Player	Anthony Simmons
43	Player	Marcus Pollard	88	Player	James Stewart	133	Player	Kendrell Bell
44	Player	Dexter Coakley	89	Player	Brett Favre	134	Player	Jerome Bettis
45	Player	La'Roi Glover	90	Player	Ahman Green	135	Player	Plaxico Burress



Card #	Type	Name	Card #	Type	Name	Card #	Type	Name
136	Player	Jason Gildon	160	Historic	Boomer Esiason	184	Historic	William Perry
137	Player	Joey Porter	161	Historic	Otto Graham	185	Historic	Barry Sanders
138	Player	Kordell Stewart	162	Historic	Red Grange	186	Historic	Deion Sanders
139	Player	Hines Ward	163	Historic	Jack Ham	187	Historic	Gale Sayers
140	Player	Dewayne Washington	164	Historic	Lester Hayes	188	Historic	Art Shell
141	Player	Tony Boselli	165	Historic	Ted Hendricks	189	Historic	Phil Simms
142	Player	Aaron Glenn	166	Historic	Don Hutson	190	Historic	Mike Singletary
143	Player	Eddie George	167	Historic	Michael Irvin	191	Historic	Jackie Slater
144	Player	Jevon Kearse	168	Historic	Jim Kelly	192	Historic	Jan Stenerud
145	Player	Steve McNair	169	Historic	Jack Lambert	193	Historic	Derrick Thomas
146	Player	Samari Rolle	170	Historic	Dick Lane	194	Historic	Thurman Thomas
147	Player	Frank Wycheck	171	Historic	Willie Lanier	195	Historic	Jim Thorpe
148	Player	Michael Bennett	172	Historic	Steve Largent	196	Historic	Gene Upshaw
149	Player	Daunte Culpepper	173	Historic	Bob Lilly	197	Historic	Herschel Walker
150	Player	Randy Moss	174	Historic	Dan Marino	198	Historic	Reggie White
151	Historic	Troy Aikman	175	Historic	Don Maynard	199	Historic	Randy White
152	Historic	Sammy Baugh	176	Historic	Matt Millen	200	Historic	Steve Young
153	Historic	Kevin Butler	177	Historic	Art Monk	201	Historic	Andrew W.K.
154	Historic	Dwight Clark	178	Historic	Warren Moon	202	Historic	Good Charlotte Benji
155	Historic	Roger Craig	179	Historic	Mike Munchak	203	Historic	Good Charlotte Billy
156	Historic	Willie Davis	180	Historic	Bronko Nagurski	204	Historic	Good Charlotte Joel
157	Historic	Richard Dent	181	Historic	Merlin Olsen	205	Historic	Good Charlotte Paul
158	Historic	Mike Ditka	182	Historic	Jim Otto			
159	Historic	John Elway	183	Historic	Alan Page			

MADDEN CARDS: SPECIAL

Card #	Type	Name	Variation	Description
206	Cheat	1st and 5	Bronze	Your 1st down yards to go will be set to 5 for one play.
206	Cheat	1st and 5	Silver	Your 1st down yards to go will be set to 5 for the quarter.
206	Cheat	1st and 5	Gold	Your 1st down yards to go will be set to 5 for the half.
207	Cheat	1st and 15	Bronze	This card requires your opponent to get 15 yards to reach a 1st down for one drive.
207	Cheat	1st and 15	Silver	This card requires your opponent to get 15 yards to reach a 1st down for the quarter.
207	Cheat	1st and 15	Gold	This card requires your opponent to get 15 yards to reach a 1st down for the half.
208	Cheat	5th Down	Bronze	You will get five downs to make a 1st (one use).
208	Cheat	5th Down	Silver	You will get five downs to make a 1st for the quarter.
208	Cheat	5th Down	Gold	You will get five downs to make a 1st for the half.
209	Cheat	3rd Down	Bronze	Your opponent will get three downs to make a 1st.
209	Cheat	3rd Down	Silver	Your opponent will get three downs to make a 1st for the quarter.
209	Cheat	3rd Down	Gold	Your opponent will get three downs to make a 1st for the half.
210	Cheat	Human Plow	Bronze	Your broken tackles will increase by 25% for the game.
210	Cheat	Human Plow	Silver	Your broken tackles will increase by 50% for the game.
210	Cheat	Human Plow	Gold	Your broken tackles will increase by 75% for the game.
211	Cheat	Super Dive	Bronze	Your defensive diving distance increases by 25% for the game.
211	Cheat	Super Dive	Silver	Your defensive diving distance increases by 50% for the game.
211	Cheat	Super Dive	Gold	Your defensive diving distance increases by 75% for the game.
212	Cheat	Da Boot	Bronze	You will receive unlimited field goal range for one play.
212	Cheat	Da Boot	Silver	You will receive unlimited field goal range for the quarter.
212	Cheat	Da Boot	Gold	You will receive unlimited field goal range for the half.
213	Cheat	Tight Fit	Bronze	Your opponent's uprights will be made very narrow for one play.
213	Cheat	Tight Fit	Silver	Your opponent's uprights will be made very narrow for the quarter.
213	Cheat	Tight Fit	Gold	Your opponent's uprights will be made very narrow for the half.
214	Cheat	Da Bomb	Bronze	You will receive unlimited pass range for one play.
214	Cheat	Da Bomb	Silver	You will receive unlimited pass range for the quarter.
214	Cheat	Da Bomb	Gold	You will receive unlimited pass range for the half.
215	Cheat	Lame Duck	Bronze	Your opponent will throw a lob pass for one play.
215	Cheat	Lame Duck	Silver	Your opponent will throw lob passes for the quarter.
215	Cheat	Lame Duck	Gold	Your opponent will throw lob passes for the half.
216	Cheat	Mistake Free	Bronze	You can't fumble or throw an interception for one play.
216	Cheat	Mistake Free	Silver	You can't fumble or throw an interception for the quarter.
216	Cheat	Mistake Free	Gold	You can't fumble or throw an interception for the half.
217	Cheat	Fumblitis	Bronze	Your opponent's fumbles will increase by 25% for the game.
217	Cheat	Fumblitis	Silver	Your opponent's fumbles will increase by 50% for the game.
217	Cheat	Fumblitis	Gold	Your opponent's fumbles will increase by 75% for the game.
218	Cheat	BINGO!	Bronze	Your defensive interceptions will increase by 25% for the game.
218	Cheat	BINGO!	Silver	Your defensive interceptions will increase by 50% for the game.
218	Cheat	BINGO!	Gold	Your defensive interceptions will increase by 75% for the game.
219	Cheat	Unforced Errors	Bronze	Your opponent will fumble every time he jukes for one play.

Card #	Type	Name	Variation	Description
219	Cheat	Unforced Errors	Silver	Your opponent will fumble every time he jukes during the quarter.
219	Cheat	Unforced Errors	Gold	Your opponent will fumble every time he tries to juke for the half.
220	Cheat	Mr. Mobility	Bronze	Your QB can't be sacked for one play.
220	Cheat	Mr. Mobility	Silver	Your QB can't be sacked for the quarter.
220	Cheat	Mr. Mobility	Gold	Your QB can't be sacked for the half.
221	Cheat	Extra Credit	Bronze	This card awards 2 points for every interception and 1 point for every sack.
221	Cheat	Extra Credit	Silver	This card awards 3 points for every interception and 2 points for every sack.
221	Cheat	Extra Credit	Gold	This card awards 4 points for every interception and 3 points for every sack.
222	Cheat	Touchy	Bronze	Your opponent's penalties will increase by 50% for one play.
222	Cheat	Touchy	Silver	Your opponent's penalties will increase by 50% for the quarter.
222	Cheat	Touchy	Gold	Your opponent's penalties will increase by 50% for the half.
223	Cheat	Bad Spot	Bronze	The referee will spot the ball 1-2 yards short for one play.
223	Cheat	Bad Spot	Silver	The referee will spot the ball 1-2 yards short for the quarter.
223	Cheat	Bad Spot	Gold	The referee will spot the ball 1-2 yards short for the half.
224	Cheat	Toast	Bronze	Your ability to burn a DB will increase by 25% for the game.
224	Cheat	Toast	Silver	Your ability to burn a DB will increase by 50% for the game.
224	Cheat	Toast	Gold	Your ability to burn a DB will increase by 75% for the game.
225	Cheat	Jam	Bronze	Your ability to jam a WR will increase by 25% for the game.
225	Cheat	Jam	Silver	Your ability to jam a WR will increase by 50% for the game.
225	Cheat	Jam	Gold	Your ability to jam a WR will increase by 75% for the game.
226	Cheat	Pocket Protectors	Bronze	Your pass-blocking effectiveness will increase by 25% for the game.
226	Cheat	Pocket Protectors	Silver	Your pass-blocking effectiveness will increase by 50% for the game.
226	Cheat	Pocket Protectors	Gold	Your pass-blocking effectiveness will increase by 75% for the game.
227	Cheat	Penetration	Bronze	Your line penetration will increase by 25% for the game.
227	Cheat	Penetration	Silver	Your line penetration will increase by 50% for the game.
227	Cheat	Penetration	Gold	Your line penetration will increase by 75% for the game.
228	Cheat	QB On Target	Bronze	Your QB accuracy will be 100% for one play.
228	Cheat	QB On Target	Silver	Your QB accuracy will be 100% for the quarter.
228	Cheat	QB On Target	Gold	Your QB accuracy will be 100% for the half.
229	Cheat	Coffin Corner	Bronze	Your punt will go out-of-bounds at the maximum distance for one play.
229	Cheat	Coffin Corner	Silver	Your punt will go out-of-bounds at the maximum distance for the quarter.
229	Cheat	Coffin Corner	Gold	Your punt will go out-of-bounds at the maximum distance for the half.
230	Cheat	Wind Gust	Bronze	Your field goal kicks will receive a gust in your favor for one play.
230	Cheat	Wind Gust	Silver	Your field goal kicks will receive a gust in your favor for the quarter.
230	Cheat	Wind Gust	Gold	Your field goal kicks will receive a gust in your favor for the half.
231	Cheat	Hands of Glue	Bronze	Your catching ability will increase by 25% for the game.
231	Cheat	Hands of Glue	Silver	Your catching ability will increase by 50% for the game.
231	Cheat	Hands of Glue	Gold	Your catching ability will increase by 75% for the game.
232	Cheat	Hands of Stone	Bronze	Your opponent's catching ability will decrease by 25% for the game.
232	Cheat	Hands of Stone	Silver	Your opponent's catching ability will decrease by 50% for the game.
232	Cheat	Hands of Stone	Gold	Your opponent's catching ability will decrease by 75% for the game.
233	Cheat	Couch Potato	Bronze	Your opponent's fatigue will increase by 25% for the game.
233	Cheat	Couch Potato	Silver	Your opponent's fatigue will increase by 50% for the game.
233	Cheat	Couch Potato	Gold	Your opponent's fatigue will increase by 75% for the game.
234	Cheat	Time Out	Bronze	You will get unlimited timeouts for the current quarter.
234	Cheat	Time Out	Silver	You will get unlimited timeouts for the current half.
234	Cheat	Time Out	Gold	You will get unlimited timeouts for the current game.
235	Cheat	Ouch!	Bronze	Your opponent's injuries will increase by 25% for the game.
235	Cheat	Ouch!	Silver	Your opponent's injuries will increase by 50% for the game.
235	Cheat	Ouch!	Gold	Your opponent's injuries will increase by 75% for the game.
236	Cheat	Worker's Comp	Bronze	Awards points (based on severity) whenever a player is injured this quarter.
236	Cheat	Worker's Comp	Silver	Awards points (based on severity) whenever a player is injured this half.
236	Cheat	Worker's Comp	Gold	Awards points (based on severity) whenever a player is injured this game.
237	Cheat	Passerby	Bronze	Your QB can throw past the line of scrimmage for one play.
237	Cheat	Passerby	Silver	Your QB can throw past the line of scrimmage for the quarter.
237	Cheat	Passerby	Gold	Your QB can throw past the line of scrimmage for the half.
238	Stadium	Super Bowl XXXVII	Gold	Unlock Super Bowl XXXVII Stadium at Stadium Select.
239	Stadium	Super Bowl XXXVIII	Gold	Unlock Super Bowl XXXVIII Stadium at Stadium Select.
240	Stadium	Super Bowl XXXIX	Gold	Unlock Super Bowl XXXIX Stadium at Stadium Select.
241	Stadium	Super Bowl XL	Gold	Unlock the Super Bowl XL Stadium at Stadium Select.
242	Stadium	Aloha Stadium	Gold	Unlock Aloha Stadium (Pro Bowl) at Stadium Select.
243	Stadium	Tiburon Complex	Gold	Unlock Tiburon Complex at Stadium Select.
244	Stadium	EA SPORTS	Gold	Unlock EA SPORTS Stadium at Stadium Select.
245	Stadium	Dodge City Stadium	Gold	Unlock Dodge City Stadium at Stadium Select.
246	Stadium	Nile High Stadium	Gold	Unlock Nile High Stadium at Stadium Select.
247	Stadium	Alpha Blitz Stadium	Gold	Unlock Alpha Blitz Stadium at Stadium Select.
248	Stadium	Maddenstein Stadium	Gold	Unlock Maddenstein Stadium at Stadium Select.
249	Team	'58 Colts	Gold	If you have this card, the '58 Colts will be unlocked at Team Select.
250	Team	'66 Packers	Gold	Unlock '66 Packers
251	Team	'68 Jets	Gold	Unlock '68 Jets
252	Team	'70 Browns	Gold	Unlock '70 Browns
253	Team	'72 Dolphins	Gold	Unlock '72 Dolphins
254	Team	'73 Bills	Gold	Unlock '73 Bills
255	Team	'74 Steelers	Gold	Unlock '74 Steelers
256	Team	'76 Raiders	Gold	Unlock '76 Raiders
257	Team	'77 Broncos	Gold	Unlock '77 Broncos
258	Team	'78 Dolphins	Gold	Unlock '78 Dolphins
259	Team	'80 Raiders	Gold	Unlock '80 Raiders



Card #	Type	Name	Variation	Description
260	Team	'81 Chargers	Gold	Unlock '81 Chargers
261	Team	'82 Redskins	Gold	Unlock '82 Redskins
262	Team	'83 Raiders	Gold	Unlock '83 Raiders
263	Team	'84 Dolphins	Gold	Unlock '84 Dolphins
264	Team	'85 Bears	Gold	Unlock '85 Bears
265	Team	'86 Giants	Gold	Unlock '86 Giants
266	Team	'88 49ers	Gold	Unlock '88 49ers
267	Team	'90 Eagles	Gold	Unlock '90 Eagles
268	Team	'91 Lions	Gold	Unlock '91 Lions
269	Team	'92 Cowboys	Gold	Unlock '92 Cowboys
270	Team	'93 Bills	Gold	Unlock '93 Bills
271	Team	'94 49ers	Gold	Unlock '94 49ers
272	Team	'96 Packers	Gold	Unlock '96 Packers
273	Team	'98 Broncos	Gold	Unlock '98 Broncos
274	Team	'99 Rams	Gold	Unlock '99 Rams
275	Team	'84 All Madden	Gold	Unlock '84 All Madden Team
276	Team	'85 All Madden	Gold	Unlock '85 All Madden Team
277	Team	'86 All Madden	Gold	Unlock '86 All Madden Team
278	Team	'87 All Madden	Gold	Unlock '87 All Madden Team
279	Team	'88 All Madden	Gold	Unlock '88 All Madden Team
280	Team	'89 All Madden	Gold	Unlock '89 All Madden Team
281	Team	'90 All Madden	Gold	Unlock '90 All Madden Team
282	Team	'91 All Madden	Gold	Unlock '91 All Madden Team
283	Team	'92 All Madden	Gold	Unlock '92 All Madden Team
284	Team	'93 All Madden	Gold	Unlock '93 All Madden Team
285	Team	'94 All Madden	Gold	Unlock '94 All Madden Team
286	Team	'95 All Madden	Gold	Unlock '95 All Madden Team
287	Team	'96 All Madden	Gold	Unlock '96 All Madden Team
288	Team	'97 All Madden	Gold	Unlock '97 All Madden Team
289	Team	'98 All Madden	Gold	Unlock '98 All Madden Team
290	Team	'99 All Madden	Gold	Unlock '99 All Madden Team
291	Team	Madden Super Bowl	Gold	These are John's personal picks of the toughest players to ever see a Super Bowl.
292	Team	Marshals	Gold	Garbed from head to toe in cowboy attire, these peacekeepers are ready to play.
293	Team	Mummies	Gold	These bandage-wrapped bodies are here to wreak havoc on the field.
294	Team	Sugar Buzz	Gold	These masked superheroes hit the field after eating a few too many bowls of cereal.
295	Team	Monsters	Gold	A group of misshapen creatures gang together to form one of the ugliest teams to ever play.
296	Team	John Madden	Gold	John Madden brings you his choices of some of the best players to ever put on a helmet.
297	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Bears.
298	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bengals.
299	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Bills.
300	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Broncos.
301	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Browns.
302	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Buccaneers.
303	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Cardinals.
304	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Chargers.
305	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Chiefs.
306	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Colts.
307	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Cowboys.
308	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Dolphins.
309	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Eagles.
310	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Falcons.
311	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the 49ers.
312	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Giants.
313	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Jaguars.
314	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Jets.
315	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Lions.
316	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Packers.
317	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Panthers.
318	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Patriots.
319	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Raiders.
320	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Rams.
321	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Ravens.
322	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Redskins.
323	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Saints.
324	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Seahawks.
325	Cheerleader	Pump Up the Crowd	Gold	Pump up the crowd for the Steelers.
326	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Titans.
327	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Texans.
328	Cheerleader	Cheerleader Card	Gold	Pump up the crowd for the Vikings.

DRAFT TABLES

INTRODUCTION

The following offensive, defensive, and special teams lists include every player in *Madden NFL 2003* sorted by overall rating. The overall rating is a starting point. Each list includes additional attributes related to the position. Consult these attributes when you search for the perfect player to complement your team. For example, the highest-rated tight end is Tony Gonzalez at 97. However, if blocking is more important than receiving ability, select Mark Brener, whose 77 run blocking rating is higher than Gonzalez's 61.

OFFENSIVE PLAYERS

CENTERS

Name	Overall Rating	Awareness	Strength	Pass Blocking	Run Blocking	Name	Overall Rating	Awareness	Strength	Pass Blocking	Run Blocking
Kevin Mawae	97	90	95	92	94	John Wade	68	64	86	81	81
Tom Nalen	95	92	92	90	97	Bill Conaty	67	77	86	78	77
Olin Kreutz	94	85	95	94	91	Frank Garcia	67	76	85	80	76
Matt Birk	93	93	91	93	90	Todd McClure	66	70	84	76	76
Damien Woody	92	85	92	89	90	Casey Rabach	66	57	86	77	76
Barret Robbins	87	88	90	91	92	Rich Braham	65	73	86	73	80
Jeff Hartings	87	92	92	85	95	Jeff Smith	65	68	85	77	76
Bruce Matthews	87	95	90	89	92	C #53	64	59	80	72	76
Jeff Christy	86	89	92	83	82	Larry Moore	64	62	87	83	79
Steve McKinney	85	83	89	93	90	John Romero	64	61	84	74	75
Jeremy Newberry	84	81	92	90	90	Ben Hamilton	63	56	82	74	80
Jeff Mitchell	84	86	87	90	88	C #65	62	59	78	74	73
Tim Ruddy	80	80	87	86	83	Hank Fraley	62	65	85	73	74
Jonas Jennings	78	68	89	83	84	Shaun O'Hara	60	53	83	80	80
Mike Gruttaduria	78	80	91	83	80	Chukky Okobi	60	57	77	70	77
Casey Wiegmann	78	83	92	80	83	Jeff McCurley	58	40	72	80	85
Robbie Tobeck	77	79	88	82	83	Michael Keathley	57	60	87	72	71
Cory Raymer	76	79	86	84	84	C #62	55	45	77	69	70
Eric Beverly	75	70	90	86	81	Grey Ruegamer	55	46	80	78	74
Andy McCollum	74	79	87	84	81	Ryan Schau	55	65	85	74	72
Jeff Saturday	73	70	84	86	82	Louis Williams	54	49	75	76	76
Dusty Zeigler	73	73	89	81	84	Silitupe Peko	52	34	82	71	73
Mike Flanagan	73	69	88	82	77	Center #65	49	44	75	70	72
Frank Winters	72	80	86	80	77	Mike Malano	48	49	85	65	66
Bubba Miller	72	77	87	84	83	Dennis O'Sullivan	44	46	79	58	62
Jerry Fontenot	72	89	81	76	79	Jason Andersen	43	56	81	61	58
Dave Wohlabaugh	71	73	86	89	83	C #62	42	48	77	66	60
C #65	71	57	87	79	82	Brock Gutierrez	41	50	79	61	66
Kevin Long	71	70	88	80	83	Jason Starkey	41	39	82	64	64
Matt Lehr	70	67	85	78	78	Kevin Dogins	40	32	81	64	67
Adam Treu	70	67	85	83	84	Ethan Albright	38	49	79	62	58
Robert Garza	69	63	86	77	78	Joe Maese	36	34	66	62	56
Dominic Raiola	69	56	86	76	82	J. Philippe Darche	36	36	70	59	63
Todd Washington	68	63	88	79	79						

FULLBACKS

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking	Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Larry Centers	93	73	86	83	54	Patrick Pass	70	76	54	62	56
Tony Richardson	90	72	70	69	58	Moran Norris	70	70	50	62	54
Lorenzo Neal	89	59	82	54	81	Terrelle Smith	70	65	50	58	64
Richie Anderson	87	71	76	78	57	Robert Thomas	69	60	59	55	63
Bob Christian	86	59	75	70	67	Harold Morrow	68	60	49	63	61
Cory Schlesinger	85	62	69	65	67	Chris Hetherington	67	63	50	53	61
Cecil Martin	84	62	56	66	75	Detron Smith	66	60	62	59	59
William Henderson	84	56	73	62	74	Clif Groce	65	64	61	57	56
Fred Beasley	82	65	69	69	60	Joel Makovicka	64	57	33	61	60
Jon Ritchie	82	62	57	62	69	Aaron Shea	63	59	50	68	57
Greg Comella	82	61	72	72	58	Patrick Washington	63	66	58	62	50
Rob Konrad	81	65	52	66	63	Jarrod Baxter	63	62	50	55	57
James Hodgins	79	67	68	62	65	Terry Jackson	62	74	60	59	46
Marc Edwards	78	57	57	68	61	Kyle Johnson	61	68	47	62	54
Daimon Shelton	77	65	68	59	63	Dennis McKinley	60	64	53	56	55
Zack Crockett	77	72	53	61	57	Bryan Johnson	59	54	48	52	66
Mike Anderson	76	83	67	63	44	FB #44	57	65	46	58	51
Heath Evans	76	69	52	68	58	J. J. Johnson	57	75	52	64	36
Mack Strong	76	57	70	58	67	Alan Ricard	57	72	42	55	48
Dan Kreider	76	59	62	53	78	FB #40	57	75	35	50	58
Stanley Pritchett	75	65	57	64	59	Sean Bennett	55	78	50	59	42
Fred McCravy	72	56	55	56	75	Jim Finn	50	63	47	57	53
Brad Hoover	72	74	55	62	50	Brock Olivo	50	68	33	54	48
Jamar Martin	71	61	50	54	71	Jerald Sowell	37	54	23	52	54
Deon Dyer	71	59	42	60	67	Mike Green	32	65	29	53	30
Tony Carter	70	59	59	63	61						
Jameel Cook	70	67	44	68	58						
Najeh Davenport	70	76	52	64	52						



HALFBACKS

Name	Overall Rating	Speed	Awareness	Agility	Breaking Tackles	Name	Overall Rating	Speed	Awareness	Agility	Breaking Tackles
Marshall Faulk	99	94	98	95	89	Robert Holcombe	67	73	64	71	81
Corey Dillon	93	92	90	90	94	Jonathan Wells	67	78	56	79	76
Edgerrin James	93	91	86	90	92	Jamel White	66	82	56	81	72
Curtis Martin	93	86	93	90	90	Ladell Betts	66	80	58	84	69
Ahman Green	92	94	86	93	89	Chad Morton	65	85	54	84	59
Ricky Williams	90	89	87	91	94	Kevin Faulk	65	79	50	81	68
Shaun Alexander	89	92	79	91	89	Lamar Gordon	65	84	42	84	75
Eddie George	89	86	88	87	91	Adrian Peterson	64	84	40	81	70
Priest Holmes	88	92	80	91	80	Leon Johnson	64	81	63	77	65
Jerome Bettis	88	82	93	82	98	Brandon Bennett	64	78	57	81	69
Fred Taylor	87	89	83	86	90	Robert Edwards	64	78	69	73	72
Stephen Davis	87	85	85	81	96	Brian Westbrook	64	85	45	82	66
LaDainian Tomlinson	86	91	70	92	86	Maurice Smith	64	77	62	78	76
Terrell Davis	85	83	95	82	88	Elvis Joseph	64	82	49	81	67
Garrison Hearst	85	84	86	87	88	Jason Brookins	64	78	58	74	81
Anthony Thomas	84	86	72	86	91	Doug Chapman	64	78	55	79	72
Duce Staley	84	85	80	87	88	Travis Stephens	63	83	44	82	69
Warrick Dunn	83	91	84	94	66	Nick Goings	63	80	48	77	76
Charlie Garner	83	83	80	88	82	Moe Williams	63	79	52	78	70
Emmitt Smith	82	80	99	81	86	Travis Prentice	63	75	44	73	76
Tiki Barber	82	92	80	90	72	Aaron Stecker	62	85	49	75	68
Antowain Smith	82	83	78	84	87	Rod Smart	62	79	46	78	75
Jamal Lewis	82	86	79	81	91	Herbert Goodman	62	88	51	81	62
Deuce McAllister	80	90	64	89	76	Rondell Mealey	62	86	61	84	60
Amos Zereoue	79	86	67	89	82	Curtis Keaton	61	89	32	80	68
Michael Pittman	78	89	73	88	78	Charlie Rogers	61	87	44	82	61
Mike Alstott	78	76	90	74	96	Benjamin Gay	61	84	40	82	62
Dominic Rhodes	78	89	57	88	80	Lamont Warren	61	74	62	74	70
James Stewart	78	81	80	78	86	Joe Montgomery	61	74	49	73	79
Trung Canidate	77	96	65	85	72	Rudi Johnson	60	75	39	73	80
Travis Henry	76	83	64	83	82	Josh Scobey	60	80	47	82	66
William Green	76	88	51	85	83	Leonard Henry	60	79	52	75	69
Olandis Gary	75	82	69	79	83	Paul Smith	60	78	39	78	76
T. J. Duckett	75	85	52	79	89	Luke Staley	60	80	47	77	67
Ron Dayne	75	77	69	75	92	Antoine Womack	60	80	50	84	70
Lamar Smith	75	79	79	79	86	Marcel Shipp	59	77	50	77	73
Chris Fuamatu-Ma'	75	78	67	77	89	Damien Anderson	58	81	41	76	64
Shawn Bryson	74	89	57	77	76	Ronney Jenkins	58	85	42	80	54
Thomas Jones	74	84	60	86	79	Terrell Fletcher	58	79	60	77	57
Correll Buckhalter	74	85	57	81	85	Byron Hanspard	57	75	56	78	64
Kevan Barlow	74	82	63	82	79	Chester Taylor	57	77	48	76	63
DeShaun Foster	74	87	61	88	81	Fred McAfee	57	72	53	69	73
Clinton Portis	73	87	52	88	76	Michael Wiley	56	81	36	75	58
James Jackson	73	82	60	86	78	Dee Brown	56	78	27	77	66
Stacey Mack	73	82	70	80	79	Rabih Abdullah	55	78	50	74	58
LaMont Jordan	72	85	54	84	77	KaRon Coleman	55	82	32	79	63
Tyrone Wheatley	72	73	76	74	90	Derrick Blaylock	55	86	23	78	52
Michael Bennett	72	91	56	80	77	Mike Cloud	54	75	43	75	63
Sammy Morris	71	81	57	78	78	Shyrone Stith	54	76	32	74	68
James Allen	71	77	68	83	74	Damon Washington	53	82	29	72	56
Skip Hicks	70	85	65	80	73	Travis Jersey	52	82	32	70	53
Richard Huntley	69	81	65	79	74	Marlon Jackson	51	70	42	62	67
Troy Hambrick	69	79	62	71	77	Randy Jordan	51	72	46	59	72
Travis Minor	68	86	43	88	63	Dan Alexander	49	74	26	57	70
Brian Mitchell	68	86	63	84	61	Jonas Lewis	47	72	29	72	58
Ki-Jana Carter	68	78	65	78	79	Kenny Watson	46	77	43	70	51
J. R. Redmond	68	80	63	80	70	Jay Graham	45	70	54	71	52
Maurice Morris	68	85	54	84	71	R. J. Bowers	41	70	30	55	61
Terry Kirby	67	77	80	81	69						

LEFT GUARDS

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking	Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Larry Allen	99	99	90	92	98	LG #64	63	86	53	76	77
Ruben Brown	96	96	92	91	94	Travis Claridge	63	87	58	77	78
Alan Faneca	93	94	88	87	97	J. P. Machado	63	83	52	79	83
Pete Kendall	87	93	86	89	86	Zach Piller	63	91	57	75	80
Dave Fiore	85	95	79	89	91	Rick DeMulling	62	86	56	77	75
Mark Dixon	84	94	72	87	87	Jim Pyne	62	87	65	76	77
Wally Williams	84	90	85	84	89	Kenyatta Jones	62	88	52	72	76
Kerry Jenkins	83	90	75	89	91	Bob Hallen	61	85	65	74	76
Dave Szott	82	92	86	85	85	David Loverne	61	80	55	79	79
Steve Hutchinson	82	89	70	87	86	Gennaro DiNapoli	61	85	68	72	80
Tom Nutten	81	92	75	92	87	Jeremy McKinney	61	83	60	74	74
Mike Compton	80	89	81	80	84	Raleigh Roundtree	59	88	63	73	76
Rex Tucker	79	90	72	86	84	Scott Rehberg	57	89	56	72	76
Matt O'Dwyer	77	89	80	78	85	Mike Flynn	57	85	50	76	79
Brian Waters	77	87	77	86	84	Steve Herndon	56	82	54	73	75
Donald Willis	75	89	65	87	86	Kerlin Blaise	55	84	55	72	74
Chris Liwinski	74	89	77	86	81	Kualana Noa	55	86	43	79	74
Mike Wahle	73	88	70	83	79	Corbin Lacina	55	82	57	73	76
John Welbourn	71	87	65	84	79	Jonathan Goodwin	52	82	48	70	72
Frank Middleton	71	89	67	79	82	Chris Dishman	50	83	56	70	68
Matt Stinchcomb	71	90	57	82	85	Chad Ward	49	79	55	66	72
Brad Meester	70	87	67	78	82	Bill Ferrario	48	78	36	65	70
Doug Brzezinski	69	88	61	79	81	Robert Hunt	47	81	60	63	64
LG #60	68	86	56	76	81	Jim Bundren	47	78	53	63	66
Barry Stokes	68	86	66	77	79	Rich Seubert	47	78	40	73	71
Jamar Nesbit	66	87	65	79	79	Aaron Koch	46	80	43	72	74
Keydrick Vincent	66	87	55	77	82	Leander Jordan	46	86	33	70	72
Tony Semple	65	86	67	76	77	LG #68	44	75	46	69	66
Chester Pitts	65	88	49	75	78	Richard Mercier	43	82	26	71	73
Kipp Vickers	64	86	66	77	77	Mitch White	42	84	36	68	64
Kendyl Jacox	64	87	68	75	73	Elliot Silvers	41	78	27	68	70
Lennie Friedman	63	84	59	76	80						

LEFT TACKLES

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking	Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Orlando Pace	98	95	95	98	94	L. J. Shelton	73	93	70	82	83
Jonathan Ogden	98	98	95	94	97	John Jackson	71	87	81	75	83
Tony Boselli	94	98	95	96	94	Zach Wiegert	70	86	72	80	81
Tra Thomas	92	95	83	97	92	Jumbo Elliott	70	84	84	80	78
Walter Jones	92	94	86	94	92	Bernard Robertson	69	86	60	80	82
Tarik Glenn	91	93	84	98	92	Marc Colombo	69	85	57	82	82
Kyle Turley	91	93	86	92	94	Trey Teague	69	85	63	77	89
Willie Roaf	90	94	93	90	91	Brad Badger	69	85	69	82	80
Jason Fabini	90	92	79	96	93	Mike Pearson	67	84	54	85	74
Chris Samuels	90	95	77	94	94	Brent Smith	66	85	70	77	77
Bob Whitfield	87	92	86	92	89	Damion McIntosh	65	87	61	79	80
Derrick Deese	87	93	83	91	92	Char-ron Dorsey	63	90	57	78	82
Wayne Gandy	87	96	89	82	96	Chris Bober	63	87	56	82	77
Brad Hopkins	85	90	85	87	93	Marques Sullivan	60	87	46	75	78
Flozell Adams	83	94	75	86	94	LT #76	59	82	56	73	75
Todd Steussie	83	92	85	88	81	Mathias Nkwenti	59	87	53	71	75
Richmond Webb	82	90	88	87	84	Jason Mathews	59	80	62	72	80
Barry Sims	82	88	83	86	86	LT #72	58	87	50	76	76
Matt Light	81	90	70	89	90	Everett Lindsay	57	81	65	72	74
Blake Brockermeyer	79	90	79	84	84	Terrance Simmons	56	75	60	75	75
Bryant McKinnie	79	92	63	89	84	Jimmy Herndon	54	83	53	76	71
Adrian Klemm	77	91	70	88	86	Steve Edwards	53	80	41	72	75
Matt Lepis	76	89	80	80	89	Marcus Spriggs	52	80	52	71	70
Kenyatta Walker	76	90	61	87	85	Willie Jones	50	80	53	69	69
Jeff Backus	76	90	68	83	87	LT #64	50	75	42	71	72
Levi Jones	75	89	63	82	87	Melvin Tuten	49	78	50	70	69
Ross Verba	75	91	73	84	86	Roger Chanoine	47	78	52	68	71
Chad Clifton	75	89	70	87	83	Scott Sanderson	47	78	33	72	75
Roman Oben	74	92	73	84	80	Daryl Terrell	45	82	50	65	64



QUARTERBACKS

Name	Overall Rating	Speed	Awareness	Throwing Power	Throwing Accuracy	Name	Overall Rating	Speed	Awareness	Throwing Power	Throwing Accuracy
Brett Favre	97	48	99	99	93	Rodney Peete	63	50	69	79	73
Kurt Warner	97	41	99	97	99	Patrick Ramsey	63	47	51	86	83
Peyton Manning	92	46	92	94	95	Kent Graham	63	42	73	76	78
Donovan McNabb	92	78	85	92	85	Akili Smith	62	60	45	89	73
Jeff Garcia	92	59	89	90	95	Anthony Wright	62	61	58	80	72
Rich Gannon	91	68	90	84	94	Jesse Palmer	62	47	55	86	79
Daunte Culpepper	89	73	76	98	84	Mike Quinn	62	52	64	79	77
Mark Brunell	86	57	85	89	89	Brock Huard	61	54	54	86	75
Tom Brady	84	54	83	86	91	Cade McNown	61	59	49	80	79
Aaron Brooks	84	69	74	90	86	Jamie Martin	61	42	61	81	79
Drew Bledsoe	83	35	91	91	89	Todd Bouman	61	46	59	81	78
Steve McNair	83	64	77	89	85	Doug Pederson	60	37	69	77	76
Kordell Stewart	82	74	76	86	81	Rohan Davey	60	61	44	88	71
Tim Couch	81	50	78	90	88	Danny Wuerffel	60	44	69	74	79
Brian Griese	80	42	80	88	90	David Garrard	59	61	42	87	73
Trent Dilfer	80	40	86	89	87	Tommy Maddox	59	45	56	79	78
Jake Plummer	78	62	73	88	82	Doug Johnson	58	37	65	75	77
Trent Green	78	42	79	89	87	Kurt Kittner	58	46	58	77	79
Michael Vick	78	88	60	92	75	Bobby Hoying	58	44	60	75	77
Jay Fiedler	77	59	78	81	85	Todd Collins	57	40	65	79	73
Kerry Collins	77	42	79	90	85	Jonathan Quinn	57	42	53	84	74
Vinny Testaverde	76	34	86	87	87	Tee Martin	56	60	43	83	72
David Carr	76	58	65	90	87	Josh McCown	55	55	44	84	72
Brad Johnson	75	39	83	82	88	Jake Delhomme	54	61	49	77	69
Jim Miller	74	39	81	83	86	Ryan Leaf	54	41	42	92	71
Chris Chandler	73	33	81	87	84	Chris Greisen	53	44	53	76	75
Joey Harrington	73	56	68	86	84	A. J. Feeley	53	45	47	78	75
Quincy Carter	72	69	61	86	78	Jeff Lewis	53	46	49	76	76
Chad Pennington	72	48	69	87	83	Koy Detmer	52	35	57	76	74
Mike McMahon	72	64	69	82	79	Tim Rattay	52	47	47	77	75
Jeff Blake	72	57	72	86	77	Craig Nall	52	41	46	83	73
Rob Johnson	71	54	65	89	83	Joe Hamilton	51	65	39	79	67
Drew Brees	71	56	65	84	84	Zak Kustok	51	54	44	72	75
Doug Flutie	71	64	74	74	81	Randy Fasani	50	52	42	84	65
Matt Hasselbeck	71	47	69	85	84	Marc Bulger	50	48	44	78	72
Steve Beuerlein	70	38	72	84	84	Wes Pate	49	41	45	77	73
Chris Weinke	70	53	65	87	80	Spergon Wynn	48	58	44	75	66
Gus Frerotte	69	42	72	85	81	Kelly Holcomb	47	46	46	75	68
Shane Matthews	69	39	71	83	84	QB #9	46	44	46	73	69
Neil O'Donnell	69	41	75	83	81	Billy Volek	46	39	43	78	69
Shaun King	68	57	65	78	81	Henry Burris	45	48	30	74	75
Chris Redman	67	46	65	87	79	Dave Dickenson	45	52	30	76	73
Jon Kitna	66	41	67	83	80	Jarious Jackson	43	60	41	70	62
Alex Van Pelt	66	46	66	81	82	Travis Brown	42	34	34	76	73
Chad Hutchinson	65	55	58	87	77	QB #17	41	55	32	73	66
Ray Lucas	65	63	59	79	77	Tory Woodbury	40	53	24	72	72
Damon Huard	65	57	62	80	78	Josh Booty	39	48	30	77	63
Charlie Batch	65	45	62	83	80	Roderick Robinson	39	61	27	73	64
Marques Tuiasosopo	64	67	57	79	74	Giovanni Carmazzi	38	52	27	79	61
Sage Rosenfels	64	53	63	82	77	Cory Sauter	37	51	47	73	50
Ty Detmer	63	50	75	75	74						

RIGHT GUARDS

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking	Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Will Shields	97	93	92	92	95	Tre' Johnson	78	88	86	84	85
Dan Neil	95	92	92	89	95	Rich Tylski	77	88	82	78	86
Ron Stone	94	92	87	88	98	Joseph Andruzzi	76	89	78	82	83
Adam Timmerman	94	95	90	93	90	Jerry Ostroski	74	88	73	80	79
Leonard Davis	90	97	76	92	91	Brenden Stai	74	86	77	80	83
Randy Thomas	86	88	79	93	89	Mo Collins	74	88	66	87	80
Rod Jones	83	90	83	88	87	RG #71	73	91	54	74	89
Marco Rivera	82	89	84	89	85	Mike Gandy	72	85	63	80	79
Chris Villarrial	81	91	77	89	83	RG #71	72	90	57	75	84
Leon Searcy	80	91	89	84	85	Benji Olson	72	89	67	75	86
Chris Naeole	79	86	79	86	87	Oliver Ross	71	89	68	73	84
						Cosey Coleman	70	88	63	79	83
						RG #65	69	83	58	75	78
						Ryan Diem	67	86	62	81	80
						Jermaine Mayberry	67	88	62	80	76
						DeMingo Graham	67	87	65	78	78

(RIGHT GUARDS CONTINUED)

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking	Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Floyd Wedderburn	66	87	65	80	79	Mike Goff	57	81	66	72	76
Fred Weary	66	85	54	80	79	Darnell Alford	56	92	43	74	80
Bennie Anderson	65	86	67	76	79	Corey Hulsey	54	84	53	76	74
David Dixon	65	85	66	80	75	Al Jackson	54	82	53	74	79
Kelvin Garmon	64	88	62	75	83	Cory Withrow	51	79	55	71	73
Todd Perry	63	87	70	76	77	Bobbie Williams	50	84	34	74	75
Cameron Spikes	63	88	54	80	75	RG #63	50	80	48	70	76
Chris Gray	63	84	64	77	76	Victor Leyva	49	74	44	70	72
Jason Whittle	62	80	70	72	78	Russ Hochstein	48	77	46	62	67
Kevin Donnalley	61	86	67	74	72	Alex Sulfsted	46	77	40	67	67
Edward Ellis	59	87	57	74	74	Jeno James	45	83	45	68	65
Kynan Forney	59	88	50	82	79	Tutan Reyes	41	85	29	63	71
Darryl Ashmore	59	84	59	74	77	Brad Bedell	40	82	24	66	74

RIGHT TACKLES

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking	Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Lincoln Kennedy	95	94	92	93	96	Chris McIntosh	71	88	60	85	84
Adam Meadows	90	92	83	94	93	Matt Willig	70	88	70	82	81
James Williams	89	93	93	94	92	Kareem McKenzie	70	90	59	79	83
Jon Jansen	89	94	86	89	92	Aaron Gibson	69	93	62	77	88
Willie Anderson	88	93	88	86	95	Matt Joyce	68	89	68	80	79
Jon Runyan	87	92	87	89	90	Grant Williams	68	91	65	81	79
John Tait	86	95	83	93	85	Max Lane	67	87	67	78	78
Victor Riley	85	93	79	88	89	Jarvis Borum	64	85	57	77	80
Edwin Mutilalo	83	93	82	84	89	RT #66	64	88	54	78	80
Solomon Page	82	93	76	84	92	DeMarcus Curry	64	90	70	74	79
Marvel Smith	82	92	74	85	94	John St. Clair	64	87	53	81	79
Scott Gragg	81	94	80	88	87	Jerry Wunsch	63	85	66	74	79
Ryan Young	81	90	73	92	90	Mike Rosenthal	62	85	53	80	79
Mike Williams	80	94	64	86	88	RT #72	61	85	56	70	80
Luke Petitgout	80	88	76	86	87	Floyd Womack	61	93	54	73	78
Chris Terry	79	92	72	86	85	RT #68	60	80	56	77	71
Greg R-Randall	79	91	76	87	86	Jamie Nails	59	88	57	78	71
Fred Miller	79	90	73	85	88	Barrett Brooks	57	84	66	67	69
Vaughn Parker	77	91	77	82	83	Cooper Carlisle	57	82	52	73	79
Ryan Tucker	76	87	75	87	81	Todd Fordham	55	79	71	65	72
Waverly Jackson	76	89	70	91	82	Pete Pierson	54	83	52	71	74
Todd Wade	76	89	70	83	86	Patrick Mannelly	51	82	46	74	70
Mark Tauscher	76	88	72	84	84	Sammy Williams	50	83	46	70	71
Maurice Williams	75	88	67	86	88	Michael Thompson	50	82	40	70	74
Anthony Clement	74	92	70	82	84	Jason Thomas	50	84	48	66	68
Spencer Folau	74	89	68	84	84	Dan Goodspeed	45	74	45	65	69
Marcus Spears	72	88	74	78	83	Lewis Kelly	45	86	34	63	66
Todd Weiner	72	87	70	84	79	Jamaal Stephens	44	83	43	62	72
Stockar McDougle	72	91	65	86	87	Adam Haayer	42	78	42	63	64
Ephraim Salaam	71	90	63	81	84	Brian Crawford	38	71	32	65	67
Earl Dotson	71	86	74	80	79						

TIGHT ENDS

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking	Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Tony Gonzalez	97	77	90	88	61	Kyle Brady	71	56	62	67	69
Shannon Sharpe	92	72	93	83	59	Jerramy Stevens	71	70	51	68	60
Frank Wycheck	89	67	88	84	62	Dave Moore	70	59	72	70	61
Marcus Pollard	87	70	79	73	65	Reggie Kelly	70	62	68	68	60
Chad Lewis	85	65	76	81	64	Christian Fauria	70	57	67	68	65
Wesley Walls	85	65	86	82	62	Cameron Cleeland	70	57	67	72	63
Freddie Jones	84	62	79	77	66	Stephen Alexander	67	62	65	69	60
Bubba Franks	83	67	73	73	67	Roland Williams	67	56	59	68	66
Mark Bruener	81	56	82	65	77	Pete Mitchell	66	57	66	67	61
Desmond Clark	80	72	70	78	58	David Martin	66	67	52	64	62
Dwayne Carswell	80	63	67	69	74	Tyrone Davis	66	60	67	59	62
Anthony Becht	80	66	69	71	66	Boo Williams	66	63	50	69	59
Byron Chamberlain	80	68	69	72	64	Brian Kozlowski	65	48	70	68	63
David Sloan	79	61	79	71	68	Rickey Dudley	64	60	49	63	64
Ken Dilger	78	60	75	74	68	TE #88	64	68	53	69	55
Todd Heap	78	70	65	82	55	Jerame Tuman	64	57	53	64	67
Jeremy Shockey	75	79	58	82	49	Hunter Goodwin	63	49	52	61	68
Ernie Conwell	75	63	67	69	67	Billy Miller	63	78	55	70	52
Erron Kinney	74	62	53	69	68	Marco Battaglia	62	57	62	62	60
Jim Kleinsasser	74	59	50	64	77	Jermaine Wiggins	62	59	52	65	60
Jay Riemsma	73	59	74	70	63						
Daniel Graham	73	70	59	74	56						
Tony McGee	71	56	76	65	65						
Alge Crumpler	71	64	62	72	59						
Eric Johnson	71	64	65	71	60						



(TIGHT ENDS CONTINUED)

Name	Overall Rating	Speed	Awareness	Catching	Run Blocking	Name	Overall Rating	Speed	Awareness	Catching	Run Blocking
Joe Davenport	62	53	47	61	69	Walter Rasby	56	51	62	56	63
Tony Stewart	62	62	47	67	57	Sheldon Jackson	55	57	36	70	56
Itula Mili	62	58	57	66	59	Ed Perry	55	50	46	63	62
Fred Baxter	61	52	60	64	61	Mikhael Ricks	55	64	60	69	48
Alonzo Mayes	61	58	60	59	60	Jeremy Brigham	55	59	54	57	57
Jeff Thomason	60	53	47	64	66	Steve Bush	54	52	54	60	60
Jed Weaver	59	59	58	63	56	Justin Peele	54	63	50	66	52
Rod Rutledge	59	49	50	62	65	Jeff Robinson	54	53	43	62	62
TE #89	58	66	54	70	48	Matt Cushing	54	58	58	56	56
Sean Brewer	58	60	50	69	55	Tywan Mitchell	53	61	46	62	54
Steve Heiden	58	54	53	65	61	Shad Meier	53	59	42	67	52
TE #81	58	68	51	65	50	Bryan Fletcher	51	64	42	65	49
Lamont Hall	58	55	47	60	64	TE #83	50	61	54	60	49
Jason Dunn	57	61	50	59	60	Kris Mangum	49	50	40	58	61
Dan Campbell	57	54	49	68	59	TE #45	49	55	49	66	49
Marcellus Rivers	57	62	43	66	58	Kaseem Sinceno	48	50	42	53	65
Terry Jones	57	58	52	59	59	Justin Swift	46	46	44	59	57
Zeron Flemister	57	58	52	65	56	Luther Broughton	45	52	40	54	60
Mike Lucky	56	56	41	64	60	Mark Campbell	45	55	51	46	57
Brandon Manumaleuna	56	54	48	59	59	Todd Yoder	39	49	29	52	57

WIDE RECEIVERS

Name	Overall Rating	Speed	Awareness	Acceleration	Catching	Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Terrell Owens	98	94	96	98	96	Terry Glenn	79	87	74	87	84
Randy Moss	98	99	88	99	94	Rod Gardner	79	85	67	85	85
Marvin Harrison	97	91	96	94	98	Ike Hilliard	78	84	76	82	87
Rod Smith	95	93	92	97	95	Bill Schroeder	78	84	75	85	85
Jimmy Smith	93	90	95	91	94	Travis Taylor	78	85	70	86	83
Keyshawn Johnson	92	88	92	88	95	Koren Robinson	78	90	67	91	79
Isaac Bruce	92	92	92	93	92	Kevin Dyson	78	86	72	85	84
Torry Holt	92	96	89	96	92	Derrick Alexander	78	86	75	86	84
David Boston	91	93	85	95	90	J. J. Stokes	77	81	77	81	85
Tim Brown	90	86	98	90	95	David Patten	77	90	73	90	80
Eric Moulds	89	91	87	92	89	Frank Sanders	76	78	77	80	87
Troy Brown	89	91	86	93	93	Reggie Wayne	76	82	68	83	84
Joe Horn	88	91	86	91	90	Darnay Scott	75	87	75	81	82
Kevin Johnson	85	87	82	89	90	Ricky Proehl	75	78	79	80	87
Muhsin Muhammad	85	84	87	84	91	Donte Stallworth	75	95	53	92	78
Hines Ward	85	86	85	84	90	Joe Jurevicius	74	82	69	79	83
Ed McCaffrey	84	84	86	84	91	Donald Hayes	74	78	73	78	85
Johnnie Morton	84	85	83	85	90	Ashley Lelie	73	90	56	91	78
Jerry Rice	84	82	99	83	93	Quincy Morgan	73	86	53	86	79
Marty Booker	83	87	78	88	89	Wayne Chrebet	73	78	82	73	89
Chris Chambers	83	89	75	88	85	Jerry Porter	73	88	63	87	74
James Thrash	83	92	78	92	85	Jacquez Green	73	91	70	89	77
Amani Toomer	83	86	83	86	88	Corey Bradford	73	90	69	90	74
Plaxico Burress	83	85	79	86	86	Jabar Gaffney	73	87	54	91	80
Marcus Robinson	82	88	80	86	86	James McKnight	72	86	72	84	74
Darrell Jackson	82	84	83	86	88	Jeff Graham	72	81	73	79	81
Derrick Mason	82	86	79	86	87	Shawn Jefferson	72	84	70	82	78
Qadry Ismail	81	88	82	85	86	Terrence Wilkins	72	90	70	90	73
Joey Galloway	81	93	77	89	84	Jerome Pathon	72	83	73	82	77
Peter Warrick	80	84	72	88	86	Chad Johnson	71	90	60	88	73
Keenan McCardell	80	83	83	75	90	Josh Reed	71	84	59	87	81
Curtis Conway	80	84	79	84	88	Rob Moore	71	75	79	75	82
Raghib Ismail	80	89	77	89	85	Reche Caldwell	71	85	57	88	77
Laveranues Coles	80	97	69	94	81	Sylvester Morris	71	83	63	82	78
Germane Crowell	80	84	75	84	87	Patrick Johnson	71	91	60	85	74
Az-Zahir Hakim	80	98	66	96	80	Bobby Shaw	71	82	67	81	80
David Terrell	79	87	65	87	83	Santana Moss	71	91	55	88	76
Peerless Price	79	89	72	89	83	Kevin Lockett	71	82	68	82	79
Oronde Gadsden	79	78	81	79	88	D'Wayne Bates	71	84	67	82	76
Freddie Mitchell	79	88	66	89	85	Dez White	70	89	59	85	73
Todd Pinkston	79	88	71	91	83	Snoop Minnis	70	81	65	81	79
						Terance Mathis	70	78	81	74	84
						Kevin Kasper	69	87	57	86	77
						Andre Davis	69	90	50	94	72
						Tim Dwight	69	92	56	88	70
						Antonio Bryant	69	86	47	88	76
						Robert Ferguson	69	87	52	87	74
						Javon Walker	69	90	42	91	72

(WIDE RECEIVERS CONTINUED)

Name	Overall Rating	Speed	Awareness	Acceleration	Catching	Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Bobby Engram	69	75	77	73	81	Ken-Yon Rambo	59	84	45	82	63
Marquise Walker	68	85	54	87	73	Quentin McCord	59	85	45	80	70
Brian Finneran	68	80	65	79	75	Damon Gibson	59	83	51	84	68
Tai Streets	68	81	62	77	78	Scotty Anderson	59	81	44	81	70
Tim Carter	68	91	51	92	70	Larry Foster	59	82	46	81	70
Ron Dixon	68	89	56	90	69	Avion Black	59	86	52	85	63
Jermaine Lewis	68	92	62	88	72	Tony Simmons	59	83	50	77	68
Charles Lee	67	85	58	86	73	T. J. Houshmandz	58	78	44	78	70
Donald Driver	67	90	59	88	69	Arnold Jackson	58	85	39	84	66
Steve Smith	67	90	57	88	69	Marc Boerigter	58	77	48	77	67
Brandon Stokley	67	82	63	80	73	Freddie Milons	58	84	37	86	65
Chris Sanders	66	82	56	72	78	Daryl Jones	58	90	40	88	62
Patrick Jeffers	66	77	62	72	80	Darnerian McCants	58	82	33	82	65
Ron Johnson	66	81	53	82	73	Damon Hodge	58	76	56	70	72
James Williams	66	87	64	82	72	Lenzie Jackson	58	78	53	77	66
Troy Edwards	66	84	57	81	72	Scottie Montgomery	57	77	50	77	70
Antwaan Randle El	66	87	44	89	67	Kahlil Hill	57	85	34	85	65
Sean Dawkins	66	77	65	72	75	Jonathan Carter	57	87	42	86	64
Jajuan Dawson	65	82	50	81	79	Kenny Clark	57	84	37	83	60
Keith Poole	65	80	68	79	77	Jason McAddley	56	84	41	85	64
MarTay Jenkins	65	89	53	86	69	Dameane Douglas	56	76	48	75	70
Eddie Kennison	65	90	63	89	68	Vinny Sutherland	56	83	34	82	67
Desmond Howard	65	86	62	89	63	Kevin Swayne	56	77	50	76	67
Isaac Byrd	65	79	57	75	75	Trevor Insley	56	78	40	77	66
Reidel Anthony	65	82	55	79	76	Matt Farmer	55	75	52	70	69
Jake Reed	65	78	72	76	72	Chris Cole	54	87	21	81	65
Justin McCareins	65	85	52	84	71	Bryan Gilmore	54	80	42	84	64
Marcus Knight	64	83	55	81	72	Trevor Gaylor	54	79	33	80	67
Dedric Ward	63	84	55	81	73	Dante Hall	54	75	46	82	61
Travis McGriff	63	82	66	81	69	Reggie Swinton	54	83	27	82	66
Cliff Russell	63	89	43	90	66	Frank Murphy	53	80	40	75	62
Drew Bennett	63	78	53	77	75	Jeff Ogden	53	74	42	75	70
Chris Walsh	63	75	74	75	76	James Jett	53	90	43	82	53
Ron Dugans	62	81	46	81	74	Tamarick Vanover	52	84	48	78	54
Danny Farmer	62	82	45	76	75	Micah Ross	52	77	38	78	65
Larry Parker	62	80	60	79	70	Corey Alston	52	79	40	69	65
Deion Branch	62	83	48	86	67	Windrell Hayes	52	74	35	69	69
Derrius Thompson	62	84	45	83	73	Francis St. Paul	52	86	34	84	60
Ahmed Merritt	61	90	52	93	61	Lamont Brightful	52	88	32	87	61
Reggie Germany	61	81	48	80	69	Chris Doering	52	70	60	69	64
Dennis Northcutt	61	86	43	86	67	Eddie Berlin	52	81	24	80	60
Karl Williams	61	81	57	81	68	Robert Baker	51	72	50	74	56
Pat Batteaux	61	86	37	87	68	Chris Coleman	51	78	50	68	64
Alex Bannister	61	81	47	81	70	Michael Lewis	50	83	23	85	60
Na Brown	60	78	52	77	73	WR #84	49	83	45	80	60
Alvis Whitted	60	88	51	84	66	Cedrick Wilson	48	74	29	76	62
Fred Coleman	60	78	57	79	67	Kenyon Hambrick	48	80	45	79	60
Reggie Barlow	60	81	53	76	71	Karl Hankton	46	72	36	70	64
Eric Crouch	60	84	35	89	63	Fabien Bownes	45	64	44	68	64
Yo Murphy	60	83	44	85	66	Onome Ojo	44	85	14	85	55
Jeremy McDaniels	59	78	52	77	73	Drew Haddad	43	69	44	70	56
Troy Walters	59	82	37	85	71						

DEFENSIVE PLAYERS

CORNERBACKS

Name	Overall Rating	Speed	Awareness	Acceleration	Catching	Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Sam Madison	98	97	98	97	72	Ryan McNeil	83	90	85	86	67
Aeneas Williams	97	96	98	98	70	Jason Sehorn	83	90	85	87	66
Champ Bailey	97	97	92	99	74	Aaron Glenn	82	91	83	86	67
Charles Woodson	96	98	90	96	74	Marcus Coleman	81	87	80	86	67
Ty Law	93	95	94	95	70	R. W. McQuarters	80	91	75	93	68
Shawn Springs	93	99	88	99	67	Denard Walker	80	88	82	88	65
Troy Vincent	92	91	95	94	70	Dexter McCleon	80	89	80	89	65
Bobby Taylor	90	90	94	91	67	Ashley Ambrose	79	86	83	87	63
Ronde Barber	89	91	88	91	74	Donnie Abraham	79	88	80	87	70
Patrick Surtain	89	92	89	93	68	Dre' Bly	79	93	71	91	70
Chris McAlister	88	92	88	94	64	Darrell Green	79	98	92	88	55
Mike McKenzie	87	91	87	91	66	Fred Smoot	79	91	76	91	70
Dewayne Washington	87	92	88	89	68	Fred Thomas	79	87	84	87	65
Chad Scott	87	90	88	90	67	Brian Kelly	78	90	75	87	65
Samari Rolle	87	91	85	91	70	Quentin Jammer	78	92	67	92	65
Deltha O'Neal	85	94	79	94	70	Aaron Beasley	78	87	78	87	67
Ray Buchanan	85	88	91	87	66						
Antoine Winfield	84	90	81	92	69						
Nate Clements	84	92	77	91	69						
Ahmed Plummer	84	90	82	92	68						
Duane Starks	83	88	84	88	67						



(CORNERBACKS CONTINUED)

Name	Overall Rating	Speed	Awareness	Acceleration	Catching	Name	Overall Rating	Speed	Awareness	Acceleration	Catching
Dale Carter	78	88	79	87	64	Travis Fisher	60	87	47	88	57
Deshea Townsend	78	88	80	89	63	Kenny Wright	60	83	57	82	55
Otis Smith	77	85	86	84	64	Jimmy Spencer	59	84	59	76	55
Jamar Fletcher	76	90	68	91	72	Joseph Jefferson	59	85	47	84	59
Daylon McCutcheon	75	87	75	84	62	CB #20	59	88	48	87	57
Corey Fuller	75	84	82	82	59	Rashad Holman	59	85	49	81	60
Bryant Westbrook	75	85	80	81	64	Damen Wheeler	59	84	56	84	54
Tyrone Williams	75	87	79	86	57	CB #35	59	87	47	86	60
Doug Evans	75	84	80	82	67	DeRon Jenkins	59	82	62	82	52
Philip Buchanon	74	94	62	95	64	Fred Weary	58	83	57	77	55
Ken Lucas	74	89	65	89	63	Tod McBride	58	83	55	75	57
Will Allen	73	92	67	91	62	Fred Vinson	58	80	70	79	50
Todd Lyght	73	85	79	84	60	Reggie Waddell	58	81	58	83	61
Anthony Henry	72	87	67	85	69	CB #35	58	88	49	88	57
Eric Warfield	72	86	74	86	58	Roosevelt Williams	57	86	48	87	54
Al Harris	72	87	70	86	62	Todd McMillon	57	80	72	73	50
Fernando Bryant	72	87	73	84	58	Jason Bostic	57	83	57	80	47
Andre Dyson	72	90	63	90	66	David Barrett	57	85	57	82	53
Corey Chavous	72	86	75	84	59	Ben Kelly	57	90	55	90	47
Jerry Azumah	71	87	69	84	60	Leonard Myers	57	80	56	80	55
Dwight Smith	70	88	67	85	62	Kato Serwanga	57	83	55	85	55
William Peterson	70	88	60	86	64	CB #24	57	89	50	83	50
Ray Mickens	70	86	79	79	58	Kevin Kaesviharn	56	82	50	80	56
Willie Middlebrooks	69	88	58	87	60	Keyuo Craver	56	86	37	83	59
Lito Sheppard	69	91	60	92	62	Paul Miranda	56	84	59	85	47
Terry Fair	69	95	60	85	65	Mike Echols	56	88	49	87	49
Gary Baxter	69	85	59	87	63	Robert Bean	55	84	46	82	57
James Trapp	69	85	75	81	58	Rodney Heath	55	84	55	82	47
Ken Irvin	69	84	73	84	57	Lloyd Harrison	55	83	46	82	62
Willie Williams	69	84	76	81	56	Derrick Vaughn	55	88	42	89	55
Jeff Burris	68	83	79	79	53	Ralph Brown	55	83	56	77	56
Tyrone Poole	68	89	77	82	52	Reggie Austin	54	85	48	79	55
Ray Crockett	68	83	80	81	55	Lewis Sanders	54	86	45	84	55
Jason Webster	68	87	65	85	61	Jimmy Wyrick	54	80	53	75	56
Tom Knight	68	86	64	86	59	Jacoby Shepherd	54	84	45	82	56
Mike Rumph	67	89	60	88	57	Dwayne Goodrich	53	83	47	79	57
Terrance Shaw	67	87	66	82	61	Jason Simmons	53	83	46	84	52
Artrell Hawkins	66	90	57	88	60	Taje Allen	52	83	52	77	52
Duane Hawthorne	66	87	57	84	65	Raymond Walls	52	87	43	81	55
Tory James	66	84	65	81	61	Rodregis Brooks	52	82	48	80	57
William Bartee	65	85	64	84	56	Patrick Dennis	52	85	42	81	54
Walt Harris	65	85	65	85	59	Ray Green	52	80	49	80	54
Mario Edwards	64	88	57	87	62	CB #34	52	85	45	83	50
Kevin Mathis	64	83	76	77	55	Corey Harris	51	82	45	75	55
Donald Mitchell	64	85	64	83	56	Nick Harper	51	79	47	82	55
David Macklin	63	86	59	84	61	Reggie Howard	51	83	46	77	52
CB #39	63	89	56	89	59	Hank Poteat	51	90	33	88	53
Allen Rossum	63	93	53	86	65	Corey Ivy	50	82	47	80	50
Jason Craft	63	86	62	83	55	Davis Sanchez	50	84	44	77	48
Bhawoh Jue	63	86	50	82	60	Anthony Parker	50	83	42	77	53
Terry Cousin	63	86	65	81	49	CB #30	49	84	41	84	51
Jerametrius Butler	63	87	57	85	62	Lamar Chapman	49	85	45	82	46
Michael Hawthorne	63	84	60	79	60	Renaldo Hill	49	80	43	75	56
Dainon Sidney	63	85	60	84	58	Jimmy Williams	49	83	44	75	53
Alex Molden	62	84	63	83	56	Deveron Harper	49	79	55	79	47
Tay Cody	62	86	57	84	59	Anthony Midget	48	79	45	79	47
Alvin Porter	62	83	64	83	61	CB #24	48	83	35	83	51
Eric Kelly	62	90	54	89	56	Anthony Malbrough	48	85	40	82	48
Jamie Henderson	61	86	55	85	56	Coby Rhinehart	40	79	33	72	51
Robert Tate	61	85	58	80	65	Tony Scott	40	80	27	73	52
Chris Watson	60	87	50	84	61	Chidi Iwuoma	39	80	30	72	52
Kiwaukee Thomas	60	85	58	81	56	Carey Scott	37	81	21	80	50

DEFENSIVE TACKLES

Name	Overall Rating	Speed	Strength	Awareness	Tackling	Name	Overall Rating	Speed	Strength	Awareness	Tackling
Warren Sapp	99	61	92	93	94	Shane Burton	64	50	86	62	80
Bryant Young	96	58	96	93	94	Brentson Buckner	64	42	90	67	80
John Randle	93	61	90	93	89	Oliver Gibson	63	49	87	65	79
Corey Simon	92	61	92	79	90	Tony Williams	63	55	85	56	79
La'Roi Glover	91	57	92	89	93	Jim Flanigan	63	47	84	70	81
Chris Hovan	90	61	91	76	88	Tim Morabito	62	50	82	65	77
Ted Washington	88	48	97	90	96	Dorsett Davis	61	53	87	49	74
Richard Seymour	85	61	90	74	87	Jerry Johnson	61	62	82	53	77
Keith Traylor	84	52	94	86	93	Darwin Walker	61	61	81	55	74
Pat Williams	84	57	92	81	91	Riddick Parker	61	48	74	67	80
Luther Elliss	84	52	93	86	92	Robaire Smith	61	55	79	49	77
John Parrella	84	50	94	85	91	Ron Edwards	60	52	86	53	73
Gerard Warren	84	64	91	67	88	Eric Downing	60	54	82	55	75
Jamal Williams	83	53	92	79	91	James Cannida	60	49	84	60	79
Grady Jackson	83	54	91	80	89	Kelvin Pritchett	60	51	79	67	78
Casey Hampton	83	52	93	76	92	Kelly Gregg	60	46	84	64	74
Anthony McFarland	82	59	90	77	87	Fred Robbins	60	48	86	54	79
Norman Hand	82	48	93	87	91	Larry Chester	58	45	90	55	71
Shaun Rogers	79	60	89	67	87	Reggie McGrew	58	52	84	55	80
Dana Stubblefield	78	57	85	82	87	Ron Moore	57	59	80	53	73
Tim Bowens	77	48	93	77	87	Russell Davis	56	48	82	56	75
Chad Eaton	77	56	87	75	89	Mao Tosi	56	55	81	48	77
Jeff Zgonina	76	55	88	74	84	Steve Warren	56	53	85	50	74
Ryan Sims	75	64	88	61	78	Martin Chase	56	45	86	52	78
Chester McGlockton	74	46	92	79	86	DT #63	56	49	84	51	75
Wendell Bryant	74	62	87	63	77	Maa Tanuvasa	55	56	75	63	76
Keith Hamilton	74	53	86	79	85	James Reed	55	49	79	56	74
John Henderson	74	64	88	60	78	Alan Harper	55	60	82	37	70
Orpheus Roye	73	54	84	72	86	Willie Howard	55	59	80	53	68
Jason Fisk	73	52	87	73	87	Bernard Whittington	54	44	77	56	74
Marcus Stroud	73	60	87	64	80	Leif Larsen	54	44	86	52	78
Roderick Coleman	73	58	85	66	84	Tyrone Robertson	53	50	71	57	80
Kendrick Clancy	73	55	86	70	84	David Nugent	53	51	82	52	72
Jason Ferguson	72	50	87	72	86	Shawn Worthen	53	53	85	49	69
Alfonso Boone	71	56	88	64	82	Chartric Darby	52	56	80	43	73
Albert Haynesworth	71	63	89	52	78	Barron Tanner	52	52	84	53	73
Damione Lewis	71	59	86	62	78	Leonardo Carson	52	50	78	42	74
Steve Martin	70	53	85	69	84	Jermaine Haley	52	52	81	43	75
Brian Young	70	54	87	67	83	Paul Grasmanis	52	42	82	55	75
Dan Wilkinson	70	48	89	78	83	Alvin McKinley	51	50	82	46	76
Mark Smith	69	51	85	65	84	Marcus Bell	51	46	81	46	74
Ellis Johnson	69	49	85	76	84	Richard Seals	51	49	81	48	72
Brandon Noble	69	50	86	68	84	Joe Salave'a	51	47	78	47	76
Edward Jasper	69	50	87	69	83	Mario Fatafehi	50	53	84	37	67
Travis Hall	69	50	86	75	82	DT #74	50	50	80	45	70
Cornelius Griffin	69	56	85	67	84	Rod Walker	50	48	84	42	74
Larry Smith	69	57	84	65	82	DT #91	50	48	82	48	67
Sean Gilbert	69	48	87	72	83	Jason Wiltz	49	52	79	39	76
Hollis Thomas	68	49	83	72	87	Montae Reagor	49	52	77	43	75
Santana Dotson	68	50	88	76	83	Ernest Grant	48	48	80	39	75
Henry Ford	68	55	85	63	81	DT #92	48	47	80	47	69
Seth Payne	68	49	86	69	84	Cedric Woodard	47	45	81	39	77
Derrick Ransom	66	55	84	63	79	Lance Legree	46	49	73	46	73
Eddie Freeman	66	62	83	55	75	Chris Sullivan	45	50	73	55	65
Michael Myers	66	50	85	65	82	Michael Mohring	45	47	80	50	61
Larry Webster	66	45	84	70	80	Nate Hobgood-Chittick	44	40	78	46	72
Cletidus Hunt	66	56	84	61	81	John Nix	44	48	80	34	68
John Thornton	66	53	87	62	85	Ross Kolodziej	44	55	77	37	67
Lional Dalton	65	50	85	62	82	Delbert Cowsette	44	52	79	36	68
Ryan Pickett	65	57	85	56	76	Travis Kirschke	43	44	80	39	71
Josh Williams	64	59	83	66	72	DT #93	42	46	79	35	73
Larry Tripplett	64	61	84	55	70	Jerry DeLoach	39	44	80	39	65
Gilbert Brown	64	30	94	73	88	Glen Steele	32	52	72	32	60
Kris Jenkins	64	57	85	56	77						

FREE SAFETIES

Name	Overall Rating	Speed	Awareness	Catching	Tackling	Name	Overall Rating	Speed	Awareness	Catching	Tackling
Brian Dawkins	98	89	92	71	78	Kim Herring	79	85	73	63	72
Kwamie Lassiter	92	87	86	72	73	Ronnie Bradford	79	86	79	63	64
Rod Woodson	92	86	98	66	70	Edward Reed	77	87	65	69	64
Brock Marion	89	85	89	68	70	Zack Bronson	76	84	73	58	74
Lance Schulters	87	85	85	63	73	Antuan Edwards	74	85	65	64	63
Roy Williams	82	88	68	57	82						
Marcus Robertson	82	82	88	55	83						
LeRoy Butler	81	77	88	60	80						



(FREE SAFETIES CONTINUED)

Name	Overall Rating	Speed	Awareness	Catching	Tackling	Name	Overall Rating	Speed	Awareness	Catching	Tackling
Deon Grant	74	87	63	59	66	FS #24	63	82	52	58	68
Tebucky Jones	74	89	67	57	65	Larry Whigham	62	69	67	57	67
Jay Bellamy	74	79	72	63	70	Keion Carpenter	62	83	53	57	59
Rogers Beckett	72	83	64	56	67	David Terrell	62	79	56	61	64
Anthony Dorsett	72	84	65	62	64	Mark Roman	61	84	50	55	55
Idrees Bashir	71	87	55	62	65	Earl Little	60	79	57	57	61
Shawn Wooden	71	79	69	60	64	Kevin L. Williams	59	78	60	50	55
Brent Alexander	71	83	60	57	73	Tony Driver	58	80	45	55	63
Lamont Thompson	70	84	56	69	56	Mel Mitchell	58	78	48	59	59
Brian Walker	70	78	63	66	62	Damien Richardson	57	74	56	52	64
Derrick Gibson	70	83	56	53	70	Andre Lott	57	84	40	53	53
Michael Green	67	81	63	59	68	Bobby Myers	57	77	53	48	60
Dexter Jackson	67	81	63	57	63	Chris Carter	57	76	54	54	56
Ronnie Heard	66	79	63	58	62	Kevin Curtis	55	74	52	52	58
Marlon McCree	66	80	58	56	73	Michael Stone	54	83	42	48	49
Damien Robinson	66	78	63	58	62	Tony Dixon	54	76	43	54	69
Jerome Woods	65	78	60	60	68	Curtis Fuller	54	79	45	54	56
Keith Lyle	65	78	70	53	60	John Howell	49	72	41	47	70
Ainsley Battles	65	79	57	54	75	Chris Hayes	48	71	43	55	61
Travares Tillman	64	82	56	53	62	FS #37	47	72	40	56	40
Izell Reese	64	82	56	61	63	Rich Coady	46	70	36	54	62
Jon McGraw	64	81	53	57	60	Lamar Campbell	44	73	48	33	50
Devin Bush	63	76	63	55	70	Julian Jones	43	74	36	52	51
Omar Stoutmire	63	78	55	62	63	Jason Perry	41	70	34	51	56
Chris Hope	63	80	56	53	60	Jason Doering	41	68	32	52	64

LEFT DEFENSIVE ENDS

Name	Overall Rating	Speed	Strength	Awareness	Tackling	Name	Overall Rating	Speed	Strength	Awareness	Tackling
Michael Strahan	99	74	90	98	90	Shane Dronett	64	48	84	71	79
Marcellus Wiley	93	68	88	85	84	James Hall	64	59	77	61	71
Robert Porcher	91	63	87	89	87	Lance Johnstone	64	59	76	65	75
Trevor Pryce	87	62	91	86	91	Paul Toviessi	62	64	80	45	65
Leonard Little	85	74	77	63	78	LE #91	62	64	70	42	74
Eric Hicks	84	67	82	76	82	Ryan Denney	61	59	71	53	65
Greg Ellis	84	64	85	77	82	Vaughn Booker	60	55	76	72	74
Aaron Smith	84	67	84	79	82	Fred Wakefield	58	56	76	48	70
Julius Peppers	83	81	75	55	70	LE #90	58	62	69	38	66
Shaun Ellis	81	64	83	69	79	Brad Scigli	57	59	74	55	73
Vonnie Holliday	81	63	85	80	81	Chuckie Nwokorie	57	56	79	50	74
Kevin Carter	81	61	83	79	80	Chike Okeafor	57	56	68	50	75
Marcus Jones	80	62	83	75	80	John Milem	57	61	73	51	67
Marco Coleman	77	63	79	80	78	Al Fontenot	55	53	74	69	71
John Engelberger	76	65	78	56	74	Dwayne Missouri	54	52	78	32	65
Tony Bryant	76	66	81	68	77	Juqua Thomas	54	56	69	44	69
Keith McKenzie	75	61	78	70	79	Jabari Issa	54	48	80	56	70
Kenard Lang	74	64	79	70	77	Byron Frisch	53	60	71	47	69
Daryl Gardener	74	54	88	74	85	Stalin Colinet	53	50	79	52	69
Rob Burnett	74	61	77	80	81	Tyrone Rogers	51	57	76	34	70
Trace Armstrong	74	62	76	78	75	Thomas Burke	51	55	73	48	66
Bryan Robinson	73	60	78	72	79	Chuck Wiley	51	53	75	52	73
Lamar King	73	61	82	65	78	Rob Meier	50	52	74	44	68
Kenny Mixon	73	65	77	68	77	Chris Combs	49	55	70	45	68
Brandon Whiting	71	60	78	66	79	Corey Sears	49	50	74	62	68
Renaldo Wynn	71	58	80	75	78	Greg Spires	48	47	71	59	70
Steve White	70	62	77	69	75	Carl Powell	46	54	72	40	73
Bobby Hamilton	70	62	79	69	75	John Burrough	45	52	75	49	66
Charles Grant	70	71	71	46	68	Marques Douglas	45	49	79	29	68
Derrick Burgess	69	62	74	55	74	John Browning	43	44	77	43	70
Kendrick Office	68	64	78	64	74	Billy Lyon	42	39	79	37	74
Anthony Weaver	68	65	74	59	66	Rick Lyle	40	48	68	43	68
Willie Whitehead	67	62	76	68	74	John Hilliard	39	45	74	30	70
Bryce Fisher	64	61	76	67	74	Frank Ferrara	38	50	70	27	68
Ronald Flemons	64	64	75	57	63	Eric Ogbogu	37	47	74	33	62

LEFT OUTSIDE LINEBACKERS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Peter Boulware	93	81	77	89	87
LOLB #57	92	84	82	82	86
Jason Gildon	92	80	75	90	90
Jamir Miller	89	78	74	87	89
Donnie Edwards	88	77	69	90	89
Mo Lewis	88	72	75	91	88
Rosevelt Colvin	85	78	79	79	85
John Mobley	82	76	72	77	83
Keith Newman	81	73	70	81	86
Carlos Emmons	81	77	72	79	83
Anthony Simmons	81	71	76	75	91
Bill Romanowski	78	70	76	88	79
Julian Peterson	75	72	70	70	82
Kailee Wong	74	70	75	72	86
Kevin Hardy	73	72	72	76	80
Na'il Diggs	73	76	73	65	78
Mike Vrabel	73	70	75	70	81
Ted Johnson	73	65	74	84	80
Mike A. Jones	72	69	71	75	83
Sederick Hodge	70	79	63	62	76
Steve Foley	69	69	71	65	80
Robert Thomas	69	75	65	60	77
Keith Bulluck	69	78	69	60	73
Marcus Washington	68	72	72	65	75
Don Davis	68	74	66	66	78
Saleem Rasheed	67	77	63	57	77
Lew Bush	66	68	69	67	79
Markus Steele	66	76	66	52	81
Alshermond Singleton	65	73	71	60	76
Hannibal Navies	65	74	69	55	76
Glenn Cadrez	64	67	71	62	79
Greg Favors	64	67	70	69	73
Raynoch Thompson	63	75	69	60	70
Morlon Greenwood	63	78	68	53	71
Brandon Short	62	75	69	55	73
Brad Jackson	62	69	67	55	78
Travian Smith	62	70	68	57	77
LOLB #59	61	74	71	52	68
Patrick Chukwurah	61	74	68	54	71
Jeff Gooch	60	68	65	64	72
Matt Stewart	59	65	70	61	70
Shannon Taylor	59	70	65	66	73
Andre O'Neal	59	68	69	56	69
Brant Boyer	57	68	71	56	69
Will Overstreet	57	68	68	54	68
Jeff Posey	57	65	65	53	75
Jason Glenn	56	71	63	50	74
Dashon Polk	54	63	59	43	76
Danny Clark	53	66	69	46	72
LOLB #95	52	60	71	55	68
Joe Wesley	52	67	70	45	73
Clint Kriewaldt	52	62	70	46	73
LOLB #54	52	68	68	47	66
Marcus Bell	52	69	71	39	70
Clark Haggans	52	70	69	46	66
LeVar Woods	51	65	60	56	70
Akin Ayodele	51	69	67	49	64
Canute Curtis	50	60	71	46	72
Eddie Mason	49	64	68	50	65
Orantes Grant	48	67	67	43	65
Clayton White	48	67	68	39	66
Antonio Wilson	47	65	69	39	66
Jason Kyle	46	57	69	46	74
Jack Golden	45	61	66	52	64
Twan Russell	45	60	68	47	66



MIDDLE LINEBACKERS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Ray Lewis	99	69	81	99	99
Brian Urlacher	96	85	82	85	95
Zach Thomas	94	70	82	93	93
Jeremiah Trotter	92	76	80	86	93
London Fletcher	90	76	83	82	94
Marvin Jones	90	71	82	89	91
Earl Holmes	89	74	81	83	93
Brian Simmons	88	75	79	85	92
Levon Kirkland	87	63	82	88	91
Kendrell Bell	87	79	79	78	91
Randall Godfrey	87	75	81	85	89
Jamie Sharper	87	78	76	86	89
Micheal Barrow	86	70	77	86	91
Keith Brooking	84	74	79	82	89
Greg Biekert	84	67	76	85	95
Charlie Clemons	83	74	81	82	85
Al Wilson	81	75	78	79	87
Marvucus Patton	81	71	79	80	89
Dan Morgan	80	78	75	72	87
Bryan Cox	79	68	74	86	86
Jamie Duncan	78	77	77	79	83
Ronald McKinnon	77	68	78	72	94
Dat Nguyen	77	74	74	74	86
Chris Claiborne	76	76	72	77	82
Rob Morris	75	71	82	67	87
Hardy Nickerson	75	65	72	86	82
Wali Rainer	74	70	79	66	94
Tedy Bruschi	73	75	69	75	85
John Fiala	72	70	78	70	85
James Farror	72	75	77	67	81
Barry Gardner	71	72	70	73	82
Kevin Mitchell	71	64	70	75	83
Derek M. Smith	70	65	77	70	84
Napoleon Harris	70	79	71	59	84
Adrian Ross	69	69	70	67	82
Lester Towns	69	64	79	62	85
Quinton Caver	68	72	73	63	81
Henri Crockett	68	70	67	70	81
Shelton Quarles	67	70	69	67	81
John Holecek	66	63	73	73	78
Nate Webster	65	72	75	59	82
Mark Simoneau	65	66	70	67	80
Torrance Marshall	65	72	69	62	82
Jay Foreman	65	66	69	66	79
Orlando Ruff	64	70	70	63	80
Chris Draft	64	70	69	67	76
Carlos Polk	62	69	68	60	78
Allen Aldridge	62	69	65	65	79
Brandon Spoon	61	69	70	57	79
Edgerton Hartwell	60	65	66	59	78
Andra Davis	59	74	68	56	73
Matt Chatham	59	67	67	62	76
Dustin Cohen	53	67	70	60	65
Sam Sword	51	64	66	53	72
Johnny Rutledge	50	68	67	52	69
Jamal Brooks	49	60	72	59	67
Isaiah Kacyvenski	49	63	76	40	76
Frank Chamberlin	48	62	78	37	76
Wayne Rogers	46	62	68	43	73
Isaac Keys	46	64	70	52	61
Keith Burns	45	59	72	44	76
Tommy Hendricks	45	59	69	40	71
Kevin Lewis	45	72	68	40	70
Joe Tuipala	44	63	65	42	69
Kelvin Moses	44	69	70	37	75
Richard Jordan	42	62	67	45	66
Monty Beisel	41	55	70	47	66
Chris Gizzi	39	55	70	37	68
Orlando Huff	38	60	63	39	69
Anthony Denman	35	61	58	40	63
Quincy Stewart	35	64	54	40	63
Bobbie Howard	34	64	63	29	68

RIGHT DEFENSIVE ENDS

Name	Overall Rating	Speed	Strength	Awareness	Tackling
Jason Taylor	94	77	80	82	80
Hugh Douglas	94	71	87	93	85
Jevon Kearse	94	84	80	60	79
Courtney Brown	93	75	86	73	81
Joe Johnson	92	69	85	92	86
John Abraham	91	75	81	75	82
Grant Wistrom	90	71	85	88	82
Michael McCrary	90	69	85	90	84
Justin Smith	89	75	83	66	78
Simeon Rice	86	72	81	85	77
Tony Brackens	84	65	82	82	84
Willie McGinest	83	67	80	87	82
Andre Carter	82	73	79	66	77
Darren Howard	82	64	82	72	79
Gary Walker	80	57	90	77	90
Anthony Pleasant	79	65	78	76	81
Kabeer Gbaja-Biamila	78	74	74	52	70
Bruce Smith	78	59	84	93	80
Raylee Johnson	77	64	79	77	80
Brandon Mitchell	77	60	85	71	83
Phillip Daniels	76	62	83	77	81
Dwight Freeney	76	78	68	59	66
Lorenzo Bromell	76	64	78	70	78
Reinard Wilson	75	69	76	72	71
Kimo V. Oelhoffen	75	57	87	77	84
Kenny Holmes	74	65	79	73	74
Mike Rucker	73	65	79	65	74
Ebenezer Ekuban	71	62	78	60	75
Bryan Thomas	71	74	71	54	68
Duane Clemons	70	65	76	69	72
Ndukwu Kalu	70	65	78	65	73
Kalimba Edwards	70	73	65	55	67
Jamal Reynolds	70	71	71	51	65
Alex Brown	69	75	65	50	63
Aaron Schobel	69	64	75	57	70
Reggie Hayward	69	63	78	57	75
Kyle Vanden Bosch	69	63	78	61	73
Chad Bratzke	69	57	77	78	76
Regan Upshaw	69	63	76	72	72
Dennis Johnson	66	72	67	44	64
Jared DeVries	66	59	77	73	69
Rodney Bailey	66	60	77	57	74
Peppi Zellner	65	60	76	56	74
Talance Sawyer	64	59	78	59	73
Antonio Cochran	63	57	79	57	78
Erik Flowers	62	59	76	55	73
Kavika Pittman	62	61	76	62	73
Brady Smith	62	57	74	70	74
DeLawrence Grant	62	63	72	55	66
Kenny Smith	62	59	76	53	70
Rich Owens	61	56	77	56	74
Karon Riley	59	60	70	43	69
Paul Spicer	59	54	80	56	75
Tyoka Jackson	59	52	78	57	73
Sean Moran	56	52	72	65	70
Josh Taves	56	60	67	58	66
Jevon Langford	55	55	73	57	71
Ellis Wyms	55	55	75	42	70
Adrian Dingle	54	57	77	37	74
Cedric Scott	54	60	75	30	64
Jarvis Green	51	60	66	39	66
Jay Williams	46	50	77	47	65
Chris Hoke	45	46	79	30	73
Dorian Boose	44	45	78	49	65
David Bowens	41	57	69	37	65



RIGHT OUTSIDE LINEBACKERS

Name	Overall Rating	Strength	Awareness	Pass Blocking	Run Blocking
Junior Seau	98	78	99	22	20
Derrick Brooks	96	73	93	27	28
Takeo Spikes	91	80	85	29	31
Joey Porter	90	75	85	18	16
Sam Cowart	88	82	85	14	28
Chad Brown	88	77	87	24	18
Jessie Armstead	86	76	90	14	35
Dexter Coakley	85	74	84	31	27
Dwayne Rudd	83	72	82	28	27
Warrick Holdman	81	78	74	31	29
Tommy Polley	81	69	70	24	21
Mike Peterson	80	74	69	36	19
Patrick Kerney	76	83	80	36	26
Nate Wayne	75	72	72	17	16
Roman Phifer	74	71	77	27	19
Eddie Robinson	73	69	84	24	23
T. J. Slaughter	73	76	66	34	24
Mike Caldwell	71	75	68	28	37
Mark Fields	71	71	72	14	38
Jamie Winborn	70	60	67	28	28
Rob Fredrickson	69	68	70	28	38
Shawn Barber	69	66	70	33	33
Levar Fisher	68	67	58	23	20
Barrett Green	68	66	63	24	20
Darrin Smith	68	69	75	18	19
Ian Gold	67	69	57	31	34
Jeff Ulbrich	67	70	66	25	21
Larry Atkins	66	60	57	28	25
Mike Maslowski	66	75	62	33	28
Derrick Rodgers	66	65	55	16	20
ROLB #51	66	63	55	21	14
John Thierry	65	74	72	18	31
Raonall Smith	65	64	56	20	20
Robert Holmberg	64	69	55	13	13
Armegis Spearman	63	71	57	19	20
Ryan Phillips	63	75	57	24	36
Gerald Dixon	63	67	67	24	29
Rocky Calmus	63	68	59	13	17
Peter Sirmon	63	71	57	36	35
Eric Barton	62	65	62	35	35
Ike Reese	60	65	59	18	38
Lemanski Hall	59	67	65	19	18
Jim Nelson	59	72	53	20	28
Dhani Jones	58	71	49	31	24
Eric Westmoreland	58	65	59	20	28
Kory Minor	58	76	49	20	37
Eugene McCaslin	57	66	53	32	14
Greg Jones	57	67	60	30	23
Brian Williams	56	68	55	31	21
Adalius Thomas	56	73	50	25	21
James Allen	56	62	40	10	10
Marquis Smith	55	55	44	16	21
James Darling	55	69	47	18	19
Antonio Pierce	55	64	44	19	27
Tim Terry	55	64	57	21	19
Justin Kurpeikis	54	70	40	36	35
David Thornton	53	63	48	22	24
ROLB #54	53	69	54	11	15
Scott Galyon	52	67	50	35	30
Terry Killens	51	69	43	19	26
Zeke Moreno	51	60	52	34	30
Lenoy Jones	50	68	54	9	10
Edward Thomas	50	61	58	21	31
Sekou Sanyika	47	70	43	32	24
Chaz Murphy	47	65	45	18	19
Keith Adams	46	56	37	26	23
Fred Jones	35	64	37	14	30

STRONG SAFETIES

Name	Overall Rating	Speed	Strength	Awareness	Tackling	Name	Overall Rating	Speed	Strength	Awareness	Tackling
Rodney Harrison	97	82	96	63	95	Cory Hall	61	78	64	56	61
Lawyer Milloy	96	82	92	69	88	SS #37	61	83	52	53	73
John Lynch	95	81	95	63	91	Arturo Freeman	61	82	55	55	66
Darren Sharper	94	87	90	73	76	Al Blades	61	80	47	60	72
Darren Woodson	93	82	97	63	85	Tyrone Carter	61	81	55	61	65
Sammy Knight	90	82	87	65	90	Billy Jenkins	60	79	55	53	74
Mike Brown	89	90	79	72	73	Jarrod Cooper	58	78	50	55	69
Robert Griffith	88	81	86	67	87	Pierson Prioleau	57	79	52	57	66
Lethon Flowers	87	85	82	60	90	Gerald McBurrows	57	77	58	51	67
Shaun Williams	86	85	85	61	80	John Keith	57	79	44	57	70
Adam Archuleta	82	84	73	59	85	Ifeanyi Ohalete	57	82	50	54	61
Blaine Bishop	81	77	86	58	84	SS #41	57	80	54	47	67
Tony Parrish	81	83	78	60	82	George Coghill	56	77	50	54	76
Sam Shade	79	81	79	59	85	Marques Anderson	56	80	49	57	64
Donovin Darius	77	83	70	64	79	Mike Logan	56	76	63	48	57
Mike Minter	77	82	76	59	81	JoJuan Armour	55	71	56	52	71
Reggie Tongue	76	82	72	57	84	Matt Stevens	55	77	60	48	63
Corey Harris	73	79	76	56	74	Nick Ferguson	54	79	62	42	64
Sam Garnes	72	78	75	51	82	Leomont Evans	54	79	54	45	65
Adrian Wilson	71	88	57	59	76	Robert Carswell	52	77	49	53	60
Greg Wesley	71	80	71	57	74	SS #49	51	80	44	58	56
Michael Lewis	70	80	62	58	79	David Gibson	50	79	41	55	62
Johnnie Harris	68	81	66	56	70	Johndale Carty	50	75	47	53	65
Damon Moore	67	78	67	59	68	Steve Gleason	48	72	50	51	66
Rashard Cook	67	81	65	59	65	Maurice Kelly	48	77	53	42	52
Tank Williams	65	80	56	54	74	Joe Walker	48	76	46	53	55
Aric Morris	65	83	63	57	66	Than Merrill	47	70	46	53	65
Kenoy Kennedy	64	84	55	53	75	Corey Hall	47	74	43	52	64
Cory Bird	64	84	57	54	72	Bracey Walker	47	68	50	47	62
Je'Rod Cherry	64	77	66	53	73	Scott McGarrahian	45	69	46	51	63
Jason Belser	63	76	69	51	68	Clarence LeBlanc	45	74	42	48	70
James Boyd	63	81	54	57	71	Justin Lucas	43	75	43	50	56
Anthony Mitchell	62	83	65	45	64	Chris Akins	32	65	29	46	58

SPECIAL TEAMS KICKERS

Name	Overall Rating	Awareness	Kicking Power	Kicking Accuracy	Name	Overall Rating	Awareness	Kicking Power	Kicking Accuracy
Olindo Mare	97	86	91	95	John Kasay	75	77	87	86
Matt Stover	97	88	90	95	Joe Nedney	75	74	91	84
Jason Elam	95	92	98	87	Jay Feely	74	72	86	87
David Akers	92	85	91	92	John Hall	74	76	92	82
Sebastian Janikowski	92	82	99	87	Steve Christie	73	87	82	85
Adam Vinatieri	91	90	91	90	Wade Richey	73	77	88	84
Martin Gramatica	90	85	96	87	Kris Brown	73	78	90	82
Mike Vanderjagt	90	85	92	90	Brett Conway	70	72	87	84
Ryan Longwell	88	86	87	92	Todd Peterson	70	70	86	85
Jeff Wilkins	88	83	87	93	Doug Brien	70	74	86	84
John Carney	88	85	90	90	Jose Cortez	64	62	87	83
Paul Edinger	86	82	88	91	Owen Pochman	58	59	91	77
Jason Hanson	84	89	90	86	Jaret Holmes	56	66	87	76
Phil Dawson	83	80	87	90	Tim Seder	53	63	83	78
Mike Hollis	81	84	85	89	Rian Lindell	53	57	83	80
Morten Andersen	81	91	84	88	Neil Rackers	34	47	84	69
Bill Gramatica	76	75	90	85					

PUNTERS

Name	Overall Rating	Awareness	Kicking Power	Kicking Accuracy	Name	Overall Rating	Awareness	Kicking Power	Kicking Accuracy
Darren Bennett	95	84	95	90	Bryan Barker	78	80	86	87
Mitch Berger	92	80	93	91	Kyle Richardson	78	69	90	87
Brad Maynard	91	85	90	91	Mark Royals	72	75	83	87
Scott Player	91	82	90	92	Toby Gowin	70	63	90	83
Todd Sauerbrun	91	85	91	90	Micah Knorr	69	60	87	86
Ken Walter	89	82	87	94	Nick Harris	67	57	86	86
Tom Rouen	88	85	92	87	Chris Mohr	67	69	86	82
Shane Lechler	88	79	92	89	Jason Baker	66	55	89	83
Chris Gardocki	87	86	89	89	Tom Tupa	64	80	81	81
Josh Miller	86	80	90	89	P #5	64	59	88	81
Rodney Williams	84	77	93	86	Brian Moorman	54	50	87	78
Chris Hanson	83	70	90	90	Josh Bidwell	52	50	87	76
Jeff Feagles	83	83	86	90	John Baker	51	49	84	79
Craig Hentrich	83	77	88	90					
Sean Landeta	82	90	84	89					
Hunter Smith	81	73	90	88					
Matt Turk	81	78	88	88					
Dan Stryzinski	80	75	89	87					
John Jett	80	82	86	88					



TWO-MINUTE DRILL SCOREBOOK

The following scoresheet helps you track your performance in the Two-Minute Drill.

TWO-MINUTE DRILL AWARDS

Points	Requirement	Points Earned
100	10-yard completion (or more)	
350	21-yard completion (or more)	
100	Special bonus for every 5 yards past 21 on a 30+ yard completion	
100	4-yard run (or more)	
300	15-yard run (or more)	
200	Special bonus for every 5 yards past 16 on a 25+ yard run	
150	Extra point	
525	Field goal	
675	Field goal 31 yards or longer	
850	Field goal 41 yards or longer	
250	Special bonus for every field goal 3 yards past 41 yards	
100	First down	
375	Two-point conversion	
50	Go out of bounds on a play with positive yards	
375	Fumble recovery	
SUBTOTAL		
+15%	Score 15 or more points	
+30%	Score 22 or more points	
+50%	Play at Pro Skill Level	
+100%	Play at All-Pro Skill Level	
+200%	Play at All-Madden Skill Level	
TOTAL TWO-MINUTE DRILL SCORE		